MAGAZINE OF THE YEAR

MEAN MACHINES SEGA



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MEGA-CD



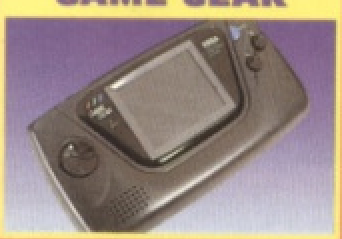
- GAMES YOU JUST WON'T BELIEVE!

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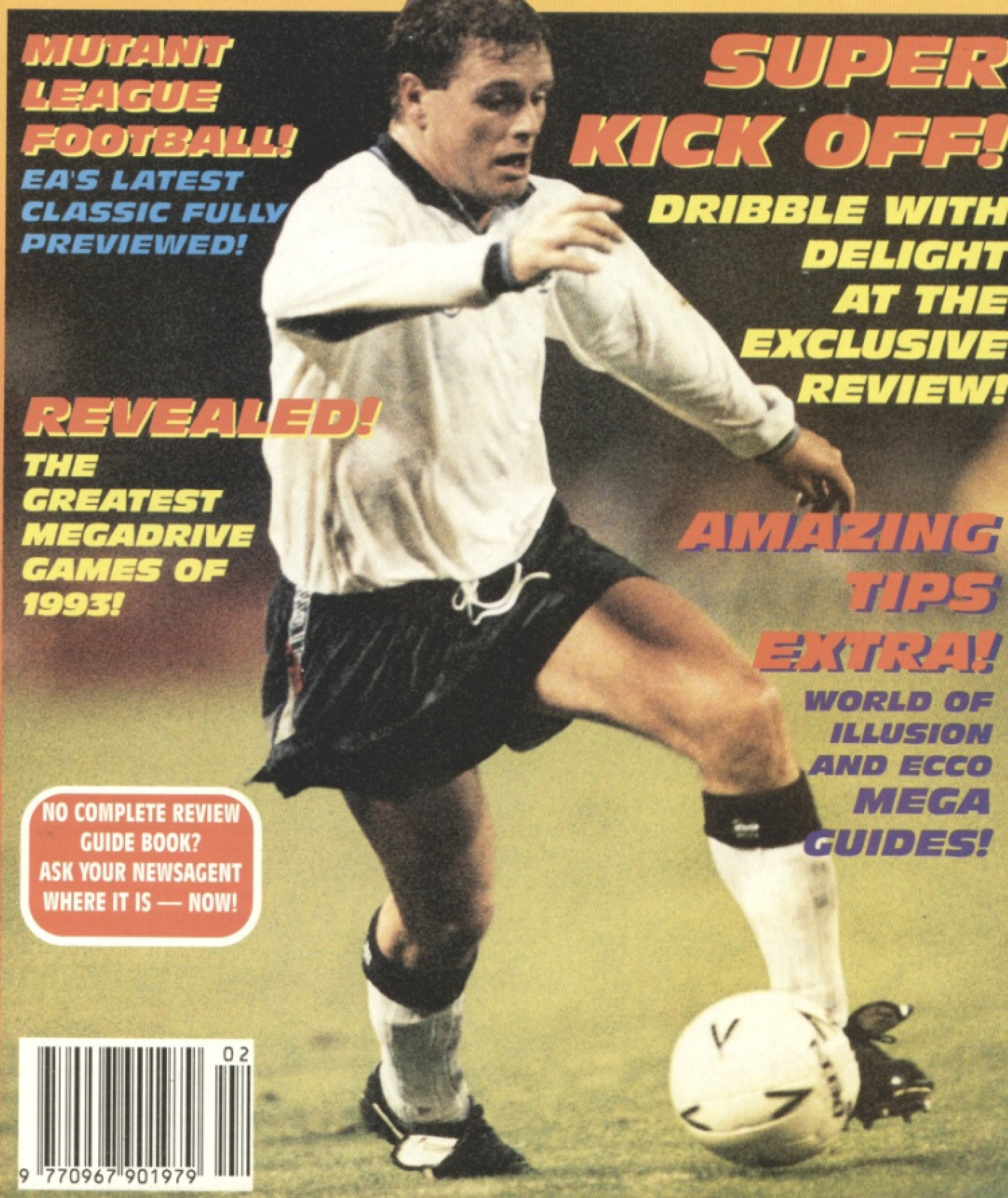


- MICKEY MOUSE II
- JAMES BOND

GAME GEAR



- BATMAN RETURNS
- DEFENDERS OF OASIS



MUTANT LEAGUE FOOTBALL!

EA'S LATEST CLASSIC FULLY PREVIEWED!

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WITH YOUR DEAR OLD DAD.
SEGA
MEGA DRIVE
ROAD RASH II
LOTUS TURBO CHALLENGE
LOTUS
ELECTRONIC ARTS
So the good news is that Road Rash II™ and Lotus Turbo Challenge™ are designed for two players to race against each other on the screen.
The bad news is that the old man thinks he has what it takes to give me "a driving lesson".
Leaving him to eat dust on a desert highway, ought to convince him otherwise.
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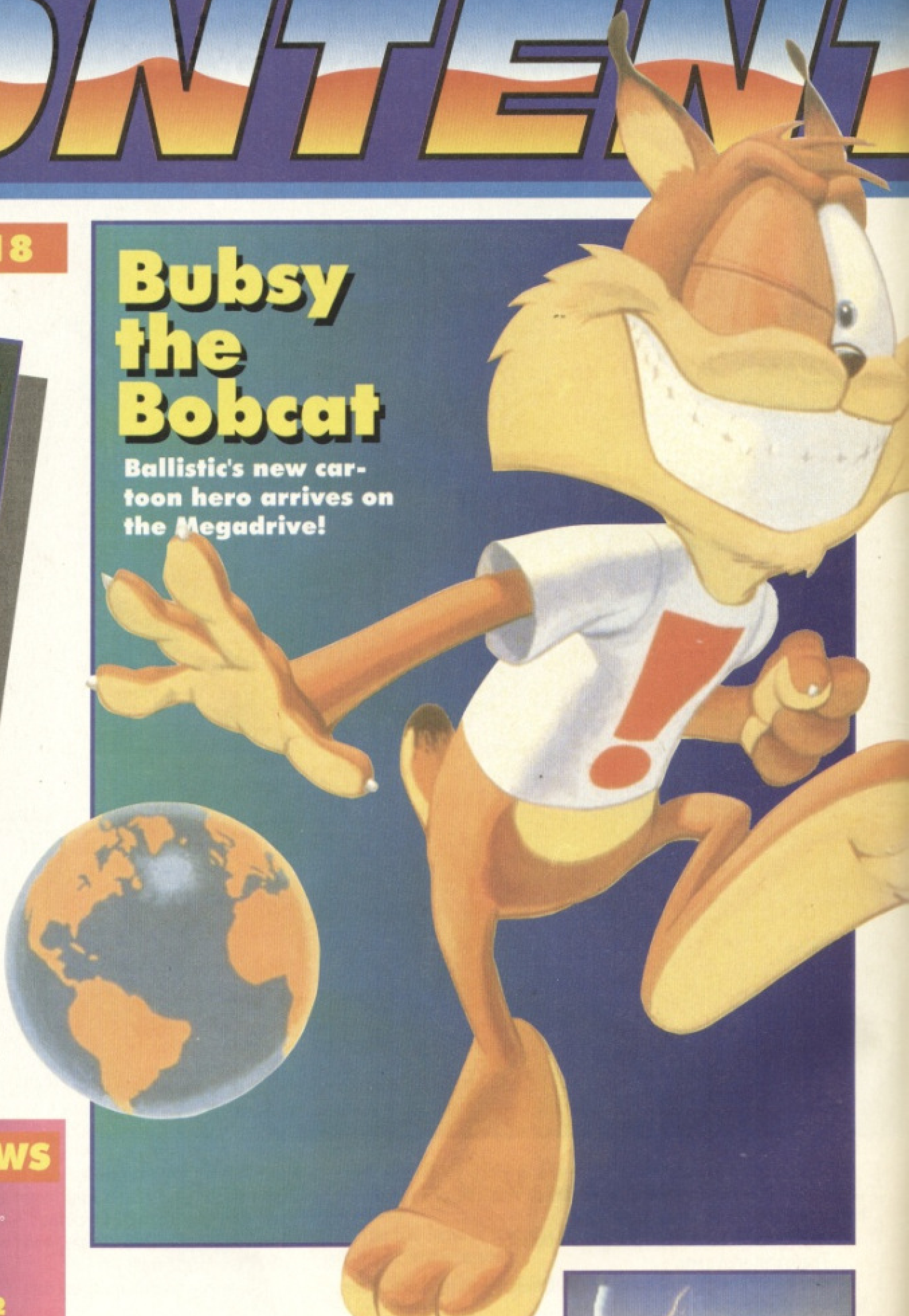


SUPER KICK OFF

Just what you wanted! The DEFINITIVE and totally EXCLUSIVE review to one of the most awaited Megadrive games ever! you asked for it — we've got it!

Bubsy the Bobcat

Ballistic's new cartoon hero arrives on the Megadrive!

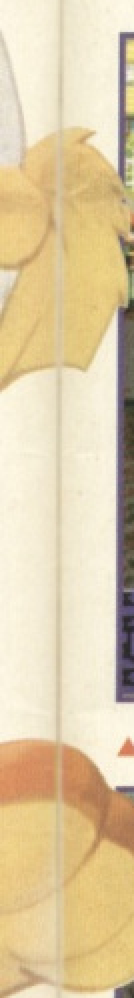


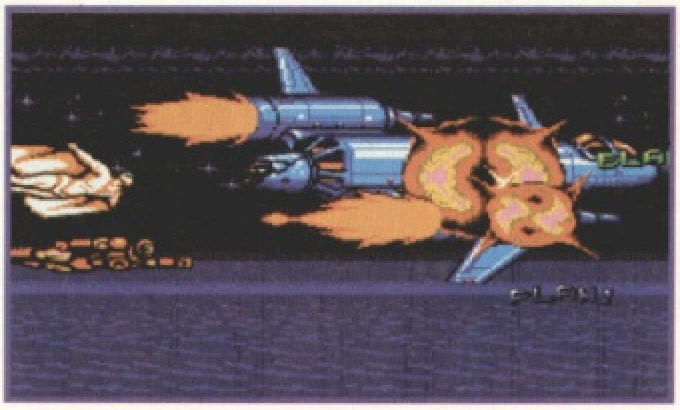
MEGADRIVE REVIEWS

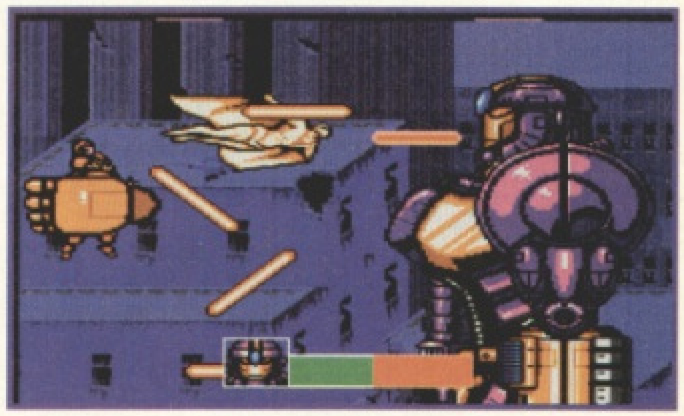
GAME GEAR REVIEWS



▲ *Alien 3! Reviewed on Gear!*





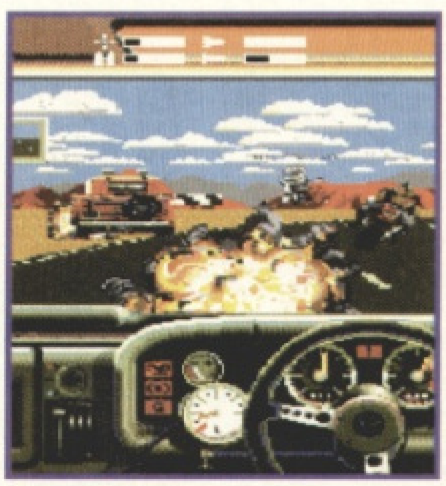


▲ *Fun combat for one or two players: Captain America and the Avengers. Reviewed this issue.*



▲ *Toxic Crusaders reviewed in full somewhere in this very issue.*





▲ *Outlander combines Mad Max with Road Rash! But is it any good?*

PREVIEWS

TIPS SPECIALS



▲ *Mick and Mack: the cool Global Gladiators!*

REGULARS

WHODUNNIT

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RICHARD "RICH" LEADBETTER
ART EDITOR
OSMOND "OZ" BROWN
DEPUTY EDITOR
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PRODUCTION EDITOR
ANDY "INSOMNIAC" MCVITTIE
SENIOR STAFF WRITER
RADION "RAD" AUTOMATIC
STAFF WRITERS
PAUL "RADIO STAR" DAVIES, GUS "ICE LEVEL AND DRIVING SECTION" SWAN
DESIGNERS
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AD MANAGER
SEAN "RESPECT" COLLINGS
SALES EXEC
MARIE "TWISTY PEN" LAWLOR
PRODUCTION ASSISTANT
EMMA "EXTRA TIME?" SADLER
PUBLISHER
MARC "CES" SWALLOW
SPECIAL THANKS TO: Electrocoin, for lending us the Fatal Fury II, Viewpoint, Street Fighter II and Art of Fighting PCBs (amonst others). Aren't they nice?

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PHONE: 071 972 6700
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SUBSCRIPTION ENQUIRIES: 0733 64146
PRINTED BY: BPCC PULLMANS
COLOUR: COLOUR-TECH
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK
© EMAP IMAGES 1992

SUBSCRIPTION RATES
(12 ISSUES)
United Kingdom: £25.95
Europe (Air Mail): £30.00
Rest of the World (Airmail, Zones 1 and 2): £49.99
Rest of the World (Surface Mail): £35.00

COMPETITION RULES
EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Otherwise, all of you can enter our fine compos except for Dwayne Minton of West Wormwood, 'cos he never uses the front door.

RICH'S FINAL BIT
Well, almost Final any way. Just got Next Month to do and that'll be that. Hurrah! Another issue out of the way. Still, I can't muck about here all day, I've got work to do AND another issue of MEAN MACHINES for you lot next month. Still, that's life eh?

EDITO

LAST TRAIN TO RANT CENTRAL

A lot of you may be wondering how Sega's new review policy has affected **MEAN MACHINES SEGA.** Basically, this policy means that if we're to review any Megadrive games being released by Sega themselves, we have to travel down to the Sega offices and take a look at the games "on the spot", as it were. Unfortunately, for some magazines, this situation is proving to be too much of a strain and in their anger, they're lashing out, unfairly, at Sega Europe and magazines who are trying to work with them.

First of all, let me just point out that this new policy is not the decision of Sega Europe. It was forced upon them by their bosses at Sega of Japan outraged at unauthorised copies of Sonic the Hedgehog II allegedly leaked by a magazine in the UK onto the pirate bulletin boards (places accessible via 'phone lines where pirates can download illegal copies of games). Now, no copies of any Megadrive game can leave the Sega offices at all.

Hopefully, this new situation won't be in effect for too long. The review policy was occurring all over the world, but apparently American magazines are back to reviewing Sega games as normal. I hope that Sega of Japan extend this decision to the UK very soon.

This new reviewing situation is something of a pain, but I don't want any of you to think that the strict **MEAN MACHINES** reviewing standards are being compromised in any way.

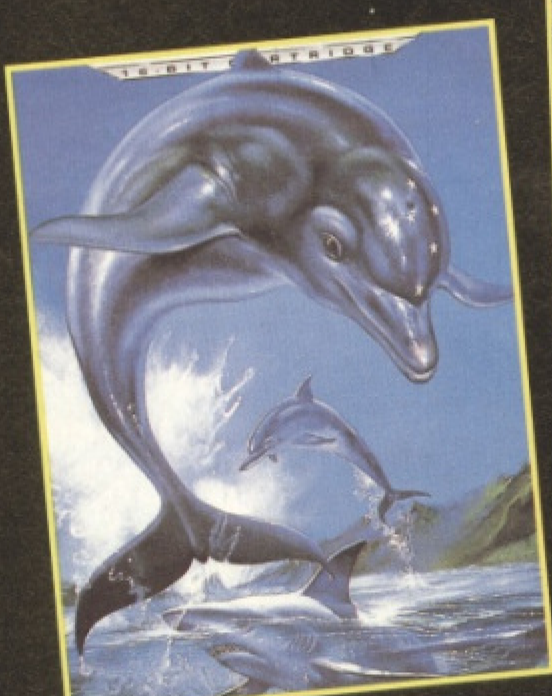
Contrary to what you may have been told by other magazines, we have *as much time as we want* to produce the accurate and in-depth reviews which were instrumental in **MEAN MACHINES** being awarded the prestigious Magazine of the Year trophy by the leisure software industry. What's more, since we're only situated a few miles from Sega's offices, it's easy for us to return and test a game again in terms of lastability.

Also, just because a Sega representative is present when we play their games *in no means restricts us when reviewing their products*. In fact, it's thanks to Sega personnel like Warren Bouchier, Mark Maslowicz and Tony Takoushi that we're able to bring you any official Sega reviews at all. To suggest that they pressurise us into giving Sega games brilliant marks — just by being there — is ill-advised and totally unfair.

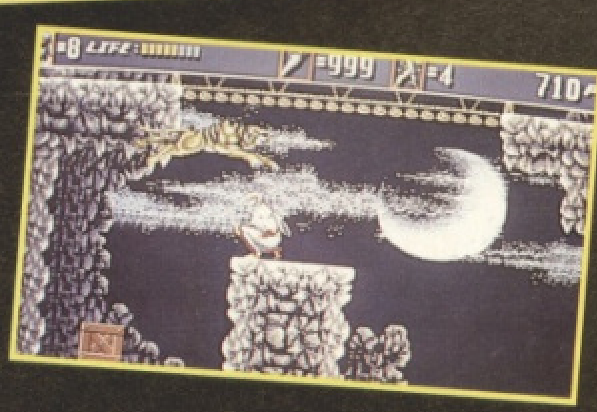
By now, you've probably played some of the games that were fuly reviewed when Sega first brought in this policy — Ecco the Dolphin (97%), Shinobi III (88%) and Streets of Rage II (94%) to name but three. Having played these games, amongst others, even more since we reviewed them, we stand by these marks and hope you agree with them too. Let me know what you think.

RICH LEADBETTER

Oh and before you all start ringing to complain that the Level Select listed in tips for Sonic II is actually the select for the first Sonic game, don't bother — we already know!!! Technical error I'm afraid folks. The correct version will hopefully be printed next month — hold your breath till then!



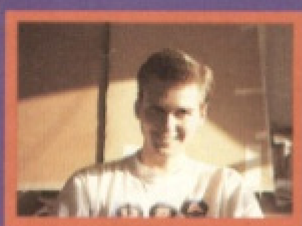




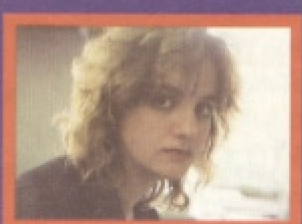
RIAL



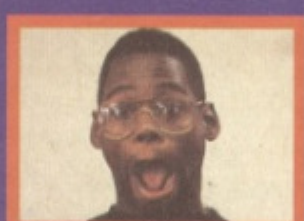
JULIAN "THE SLEEPER" RIGNALL
"There was this kid I used to know but didn't particularly like who, nevertheless, decided he was going to be my friend and visit my house. Unfortunately, he had a seven mile bike ride and the day he chose to visit the weather was atrocious. As I saw his bedraggled figure approach, I went and hid upstairs, leaving him shivering on our doorstep," relates a normally shameless Jaz. "Imagine my surprise when he didn't turn up for school because he had caught the flu. Oops, sorry!"
CURRENT FAVE GAMES:
STREET FIGHTER CHAMPION EDITION, ROAD RASH II, PGA II



RICH "COULD IT BE TRAGIC" LEADBETTER
With ears still ringing from last night's "Take That" gig, the tank-topped Rich tells us he has nothing to be ashamed of. In fact, he was so appalled that his integrity was being questioned that he went off in a big sulk to play his latest Kriss Kross and Dannii Minogue CDs!
CURRENT FAVE GAMES:
STREET FIGHTER II CHAMPION EDITION, PGA TOUR GOLF II, STREETS OF RAGE II, ECCO



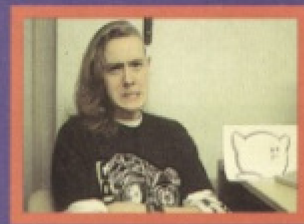
LUCY "MOHICAN'T" HICKMAN
"I would like to take this opportunity to publicly apologise to my ex-boyfriend. Thing is, he probably wouldn't be my ex-boyfriend had I not tried to improve his image by cropping his towering, foot-tall Mohawk down to an inch-high patch of raised stubble — a bit like that guy out of top band 'Take That'. Sorry!" confesses the immaculately cropped Lucille.
CURRENT FAVE GAMES:
STREETS OF RAGE 2, COLUMNS



OZ "ROBO-SOP" BROWN
Like Rich, resident Reservoir Dog, Oz, reck-ons that he too has lead a totally shame-free existence. We remember a time though, when, after a protracted shandy drinking session, a tired and rather emotional Oz had to be bundled into a cab. When he was asked where he lived all the boy Brown could recite were Robocop's prime directives. Much to the amusement of the chirpy cockney cabbie, no doubt. Shame on you Oz!
CURRENT FAVE GAMES:
STREET FIGHTER II, ART OF FIGHTING



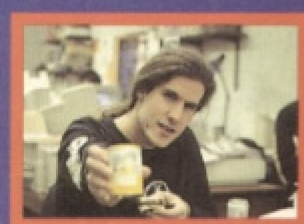
ANDY "CASUAL BRUTALITY" McVITTIE
"The thing I still feel guilty about is the time when I was a nipper and we had been given compasses to play with in class. Next thing I new I was sticking the pointy end into this lardy kid's fat arse. Alas, the teacher didn't see the funny side and it was me who ended up with the sore rear end. Ooyah!"
CURRENT FAVE GAMES:
CHAMPIONSHIP PRO AM, WORLD OF ILLUSION, ECCO



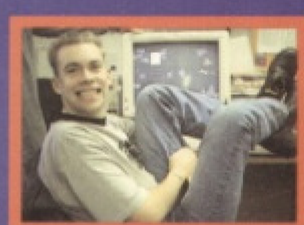
RADION "TREE SURGERY" AUTOMATIC
"Traditional values have always been held in high regard at our school and nobody upheld these traditions more than me and my mates. One such tradition was "treeing". This involved three of us grabbing a first year by the arms and legs and running him, groin first, into a tree," confesses Rad. "I suppose I should apologise to all the first years who had the misfortune to meet with this tradition." MEAN MACHINES takes no responsibility for damage to first years as a result of this article.
CURRENT FAVE GAMES:
SUPER KICK OFF, ECCO, MICRO MACHINES, STREETS OF RAGE II



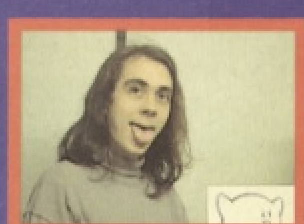
ANGUS "TASTE" SWAN
Gus confesses that his greatest shame is his record collection which includes the likes of Iron Maiden's "Powerslave" . "I was into heavy metal for about two minutes and only played it once," he whines pathetically . "Nowadays I only listen to East 17 and other such "hard" dance acts," he concludes proudly. Hmmm!
CURRENT FAVE GAMES:
ECCO THE DOLPHIN, RAMPARTS, STREETS OF RAGE II, GEMFIRE, DEFENDERS OF OASIS



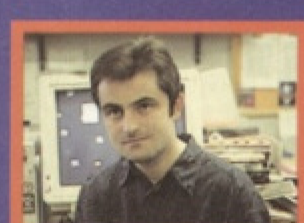
PAUL "ET'" DAVIES
"When I was a lad, I told my mate that I'd seen a UFO land on our playing field. Blow me if he didn't bring his Mum down who insisted I show her the marks. Luckily, there were some scorch marks that I attributed to the fictional Alien visitors. His Mum now spends all the child benefit travelling the country looking at crop circles and chanting and stuff. Sorry Mrs Williams!
CURRENT FAVE GAMES:
THUNDERFORCE IV, DEVIL CRASH, ECCO THE DOLPHIN, GHOULS 'N' GHOSTS, ALIEN III, SPEEDBALL II



DAVE "KAKA" KELSALL
"I once caught this kid coming out of the bogs after he'd just cacked his pants and promised I wouldn't tell anyone if he gave me all his sweets," recalls Dave wistfully. "So I took his sweets and told the whole school anyway. They still call him "Cacker" to this day. Sorry!"
CURRENT FAVE GAMES:
ECCO, SHINOBI III, PGA II, STREETS OF RAGE 2, BIO HAZARD BATTLE, THUNDER-FORCE IV

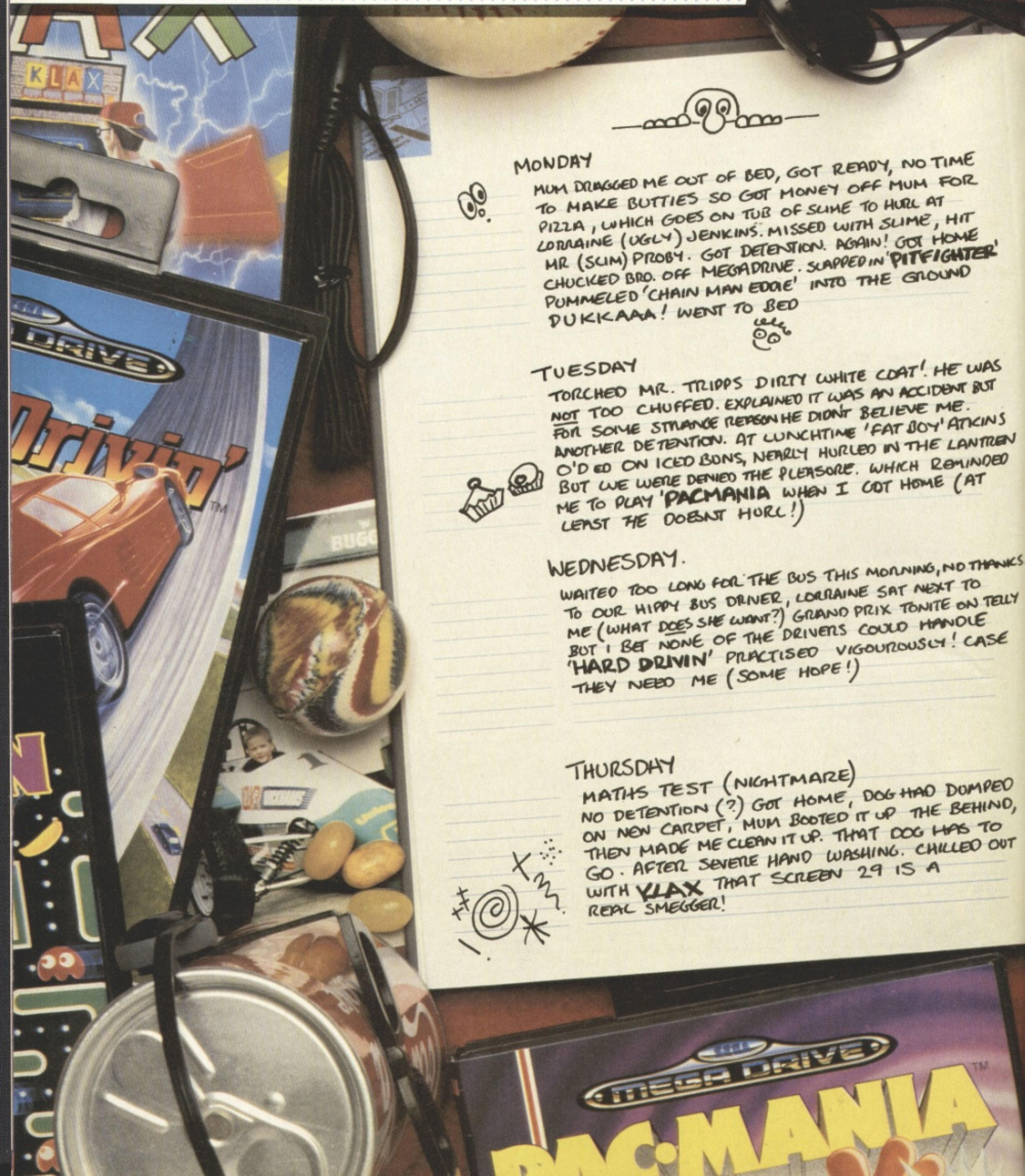


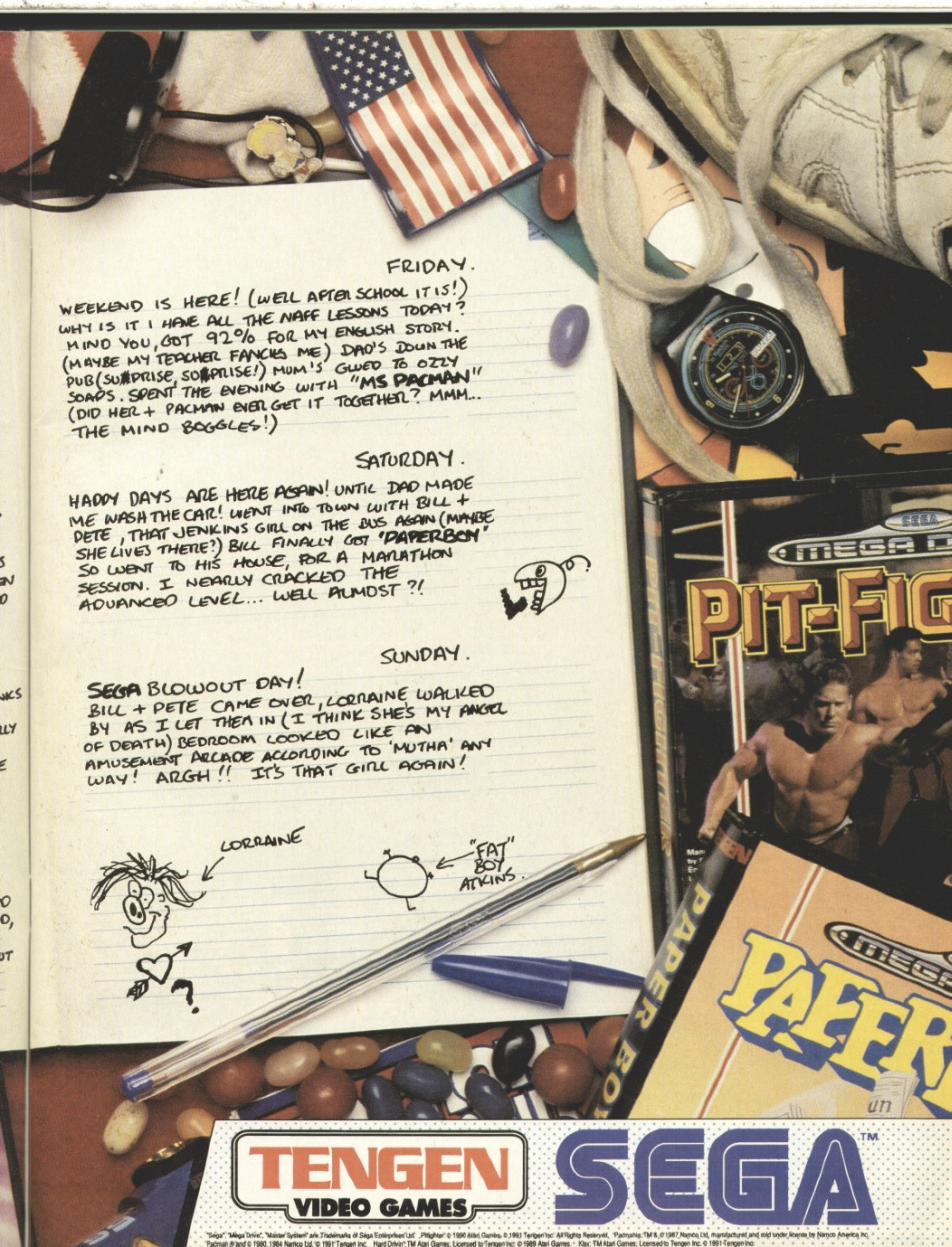
TOM "FREDDY" COX
"I was round at a mate's house and decided to see what would happen if I put his Dad's prize antique thermometer in the fire," says Tom of his guilt-related experience. "Interestingly enough, it broke spilling all it's highly poisonous mercury contents. So I made sure no-one was looking and replaced it. I hope they haven't all got mercury poisoning or anything!"
CURRENT FAVE GAMES:
BIO HAZARD BATTLE, PITFIGHTER, ROAD RASH II



FRASER "MISTER GRAY" GRAY
Fraser tells us that the only thing you should regret is rejecting friendship when it is offered. Good point... We're sorry Tom from Megatech!
CURRENT FAVE GAMES:
ECCO, BIO HAZARD BATTLE, SHINOBI III, STREETS OF RAGE 2, DEVIL CRASH

THE SECRET DIARY OF A SEGA PLAYER...




FRIDAY.
WEEKEND IS HERE! (WELL AFTER SCHOOL IT IS!) WHY IS IT I HAVE ALL THE NAFF LESSONS TODAY? MIND YOU, GOT 92% FOR MY ENGLISH STORY. (MAYBE MY TEACHER FANCIES ME) DAD'S DOWN THE PUB (SURPRISE, SURPRISE!) MUM'S GLUED TO OZZY SOAPS. SPENT THE EVENING WITH "MS PACMAN" (DID HER + PACMAN EVER GET IT TOGETHER? MMM.. THE MIND BOGGLES!)
SATURDAY.
HAPPY DAYS ARE HERE AGAIN! UNTIL DAD MADE ME WASH THE CAR! WENT INTO TOWN WITH BILL + PETE, THAT JENKINS GIRL ON THE BUS AGAIN (MAYBE SHE LIVES THERE?) BILL FINALLY GOT 'PAPERBOY' SO WENT TO HIS HOUSE, FOR A MARATHON SESSION. I NEARLY CRACKED THE ADVANCED LEVEL... WELL ALMOST ?!
SUNDAY.
SEGA BLOWOUT DAY!
BILL + PETE CAME OVER, LORRAINE WALKED BY AS I LET THEM IN (I THINK SHE'S MY ANGEL OF DEATH) BEDROOM LOOKED LIKE AN AMUSEMENT ARCADE ACCORDING TO 'MUTHA' ANY WAY! ARGH!! IT'S THAT GIRL AGAIN!
LORRAINE
"FAT" BOY ATKINS.
SEGA
MEGA D
PIT-FIG
PAPER BOY
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NEWS

STOP PRESS EXCLUSIVE











▲ *Here's a shot of your chopper on a night mission.*



▲ *In this mission, you destroy a motorcade.*



DESERT STRIKE II

THE FIRST SCREENSHOTS

Yes! One of the most phenomenally successful Megadrive games ever, Desert Strike, has spawned a sequel! Unveiled at the Las Vegas CES show, Jungle Strike (as it's known) looks like being THE Megadrive game of the summer!

Jungle Strike has all the fab elements of the original game, but also includes some brilliant new scenarios — including night-time missions, where everything is cast in a sinister gloom. As the name suggests, Jungle Strike is mostly set in the jungle, where your aim is to take out more targets set up by another evil overlord. Overall the graphics look a lot more colourful than the original and Electronic Arts are promising some extra special new ingredients for the gameplay. Excellent eh?

Well, as you can see from these shots, the game is very much in the development stage, but when more details emerge about this potentially blockbusting game, we'll pass them on.

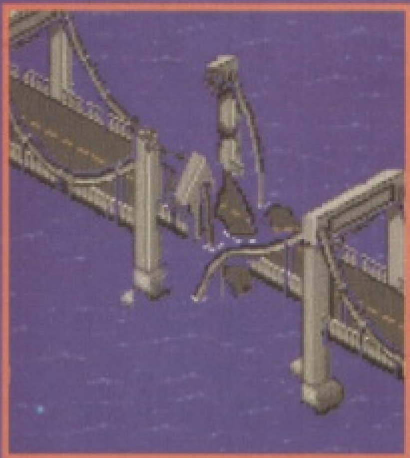
CAPCOM FOR CD!

Arcade giants, Capcom, world renowned for their excellent games (including, of course, Street Fighter II), are currently producing a whole host of potentially awesome CD games.

Forgotten Worlds, one of the first Megadrive games, is being updated for the CD, with a graphical and sonic facelift, and hopefully some more levels and more involving shoot 'em up gameplay.

Perhaps the most exciting title Capcom have lined-up is Strider Deluxe. The original Strider is a Megadrive classic — its only fault lying in the fact that there isn't really enough in the way of levels. With around 660 megabytes (5280 megabits!) to play around with, this shouldn't be a problem.

Finally, there's Captain Commando, a two-way scrolling game featuring tons of robots and highly explosive gameplay. Sounds amazing!



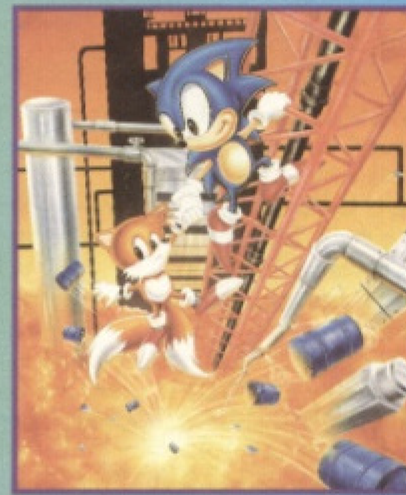


▲ *Your Apache lands outside the White House.*





SONIC SPEAKS!



Although you'd think he'd be too out of breath with all that dashing about, Sonic the Hedgehog will actually talk in his CD debut — Super Sonic, due out in March.

Take a look at these brill screenshots and you'll see that the basic Sonic layout remains the same. In fact, the gameplay is much the same, but the Sonic Team have utilised the extra memory and facilities of the CD in order to bring you some amazing animated Sonic intermissions and, you guessed it, some stunning Sonic speech! Amazing eh? Well, look out for some EXCLUSIVE pics in the very next issue of MEAN MACHINES SEGA! Hurrah!

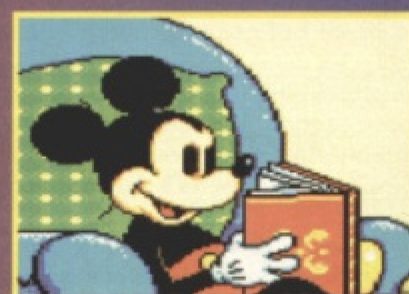
STOP PRESS! MICKEY MOUSE II ON MASTER SYSTEM!

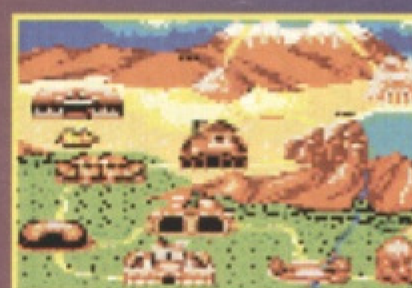
The night before MEAN MACHINES was sent to press, we received a copy of the hottest Master System game since Sonic II!

Mickey Mouse II has been on the receiving end of Rich's gamesplaying talents for just over a couple of hours, and his first report about the game consisted of just one word "skill!".

As you can see from the exclusive screenshots, Mickey Mouse II is superficially quite similar to the first Master System game to star Disney's most famous rodent. However, there's loads more in the way of gameplay along with the usual batch of secret rooms and items.

This looks like going down as another Master System classic. Perhaps by next month, Rich would've stopped playing it and started to review it. Look out for the full lowdown in the next issue!











▲ *Yummy, yummy, yummy, yummy*



▲ *It's the mouse from Atlantis*

NEWS

CUT OR BE CUT

Sega will be forced by law to cut its cart costs if Labour Consumer Affairs spokesman, Nigel Griffiths has his way.

Just before Christmas, Mr Griffiths offered console giants, Sega and Nintendo, an ultimatum — cut your costs by January 11 or a Bill will be pushed through Parliament to deal with the alleged "rip-off prices".

But when D-Day dawned and our reporter asked Sega if they intended to meet the cost-slashing deadline, the company claimed they had never heard of any ultimatum.

A spokeswoman said: "We haven't heard of any ultimatum. We know we are being investigated by the Office of Fair Trade and we are quite happy to co-operate with them. But on top of that I can't really see what else Mr Griffiths can do but wait for the outcome."

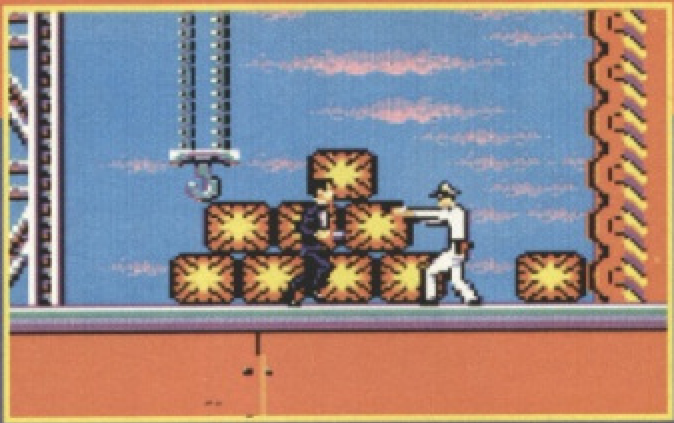
But obviously Mr Griffiths thinks differently. He told MEAN MACHINES SEGA: "Legislation to free up this market is now being prepared to put before Parliament."

He said that kind of law had worked well in America (where cart prices are considerably lower) and added that no-one objected to a company making a profit but not when they freeze out the competition.

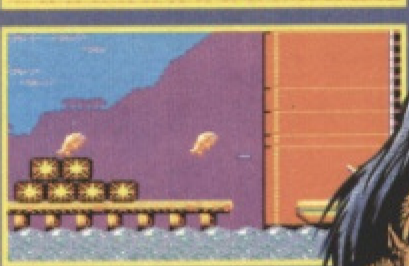
A spokesman for the Office of Fair Trading merely commented: "It is clear that these companies are incredibly dominant and what we must now decide is whether or not they are using this dominance to distort prices."

The Sega spokeswoman refused to be drawn on whether Sega would lower its prices should the cart prices be found to be unduly high.

BOND AGE IS BACK







MORTAL KOMBAT!

Currently fighting to knock Street Fighter II from the top, both in America and the UK, is Midway's coin-op, Mortal Kombat.

For those of you who haven't seen or heard a thing about it, Mortal Kombat employs the same digitised graphical technique as Pit-Fighter but puts it to more spectacular use in a one-on-one combat situation.

The characters are a scrawny bunch presented in sad fancy-dress but they do possess some interesting special tactics. In fact the coin-op has a variable gore factor for the finishing moves, allowing bloodthirsty punters to witness spinal columns wrenched from the bodies of losers or even combatants being impaled on a bed of spikes, (providing you have a stomach strong enough to put the sickness setting to full).

If this sounds your sort of thing, you should be pleased to hear that the game is set for release on the Megadrive sometime this autumn, courtesy of Acclaim and Flying Edge! So all you would-be Mortal Kombatants hankering for such delights in your own home may rest easy, albeit for most of the year. More news as soon as we get it but remember — you read it here first!



Rather than being tied down to any old cack, do it the Domark way — grab yourself a gaggle of gorgeous girlies, add a slick suit, mix in a nicely ripe Aston Martin and a cool Martini. Shake well (but don't stir) et voila: James Bond: The Duel on the Master System.

As the indomitable 007, take on the evil might of warped genius, Professor Greypen who's devised a cunning plan to overthrow the world's governments and seize control himself.

Using the wads of dosh earned in the arms trade, he's erected an artificial island in the Pacific from where he plans to launch a deadly high-powered laser station into outer space. From its geo-stationary orbit, it's able to destroy any earthly target which takes Greypen's fancy.

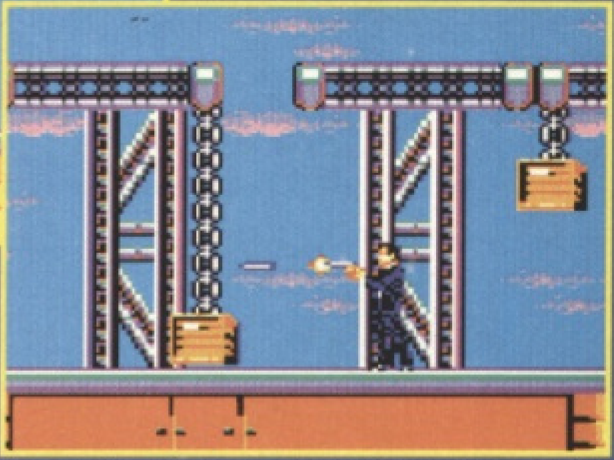
The world leaders, naturally miffed at the thought of someone else taking control and making a pig's ear of running Earth (after all, messing it up is their prerogative isn't it?), have sent all their best agents to foil the plot, only to have them ruthlessly wasted.

You (as Bond) are the last chance to outwit Greypen and other nasty pieces of work including Jaws, Baron Samedi and Oddjob, through 12 challenging levels. Avoid robotic fish, porthole snipers, sentry robots, lava balls, plasma spheres and hot water geezers to complete your four missions, rescue the hostages and dismantle the shuttle.

Of course, Q has not been idle and has strategically placed caches of goodies — extra missiles, grenades and extra lives — throughout the game. The version of James Bond: The Duel that we've managed to get a look at seemed quite promising, but look out for firmer details in a future issue of MEAN MACHINES, where we'll be previewing and then reviewing the finished version of the game.









WE ARE THE CHAMPIONS

At last, recognition! Of course, we know and you know that MEAN MACHINES is undeniably the best and most successful Sega mag in the country but now the rest of the world has finally caught on.

For at the prestigious Industry Dinner this month, this highly esteemed organ was awarded the highest accolade possible by the Leisure Software Industry — Magazine of the Year 1992.

This means our standard of pure excellence, sustained since it's launch two years has been recognised not only by our 130,000+ regular readers but by all the software houses in the country. Hurrah!

Kicked off by Jaz Rignall with the help of just one staff writer (and a lot of blood sweat and tears), MEAN MACHINES was the first mag of its kind and has consistently stayed streets ahead of the competition by bringing you more pages, bigger reviews and the hottest news and features around (needless to say, we'll be continuing in the same vein until the world caves in).

The original format split into two last year due to the massive increase in releases, with the Sega side becoming MEAN MACHINES SEGA and the Nintendo end NINTENDO MAGAZINE SYSTEM — itself the biggest launch of the year.

Commented Jazza on the triumph: "Naturally we're all very pleased — it's great that all our hard work has paid off and been recognised. It just goes to show that good things come to those who are skill enough. We got it right from the very beginning — giving our readers exactly what they wanted and we're going to carry on doing just that."

Well to round off, it's cheers to you lot, without whose loyal following we'd be jankered, and it's cheers to the software houses for showing their faith in us.

STREET FIGHTER II: NOW IT'S OFFICIAL!



As exclusively revealed in the November issue of MEAN MACHINES SEGA, Street Fighter II: Champion Edition is coming out for the Megadrive — Sega having finally confirmed its existence officially just as this issue went to press. Just to recap for those sad cases who missed that ish, it features all the moves and characters of the coin-op — packed into a massive 16-megabit cart!

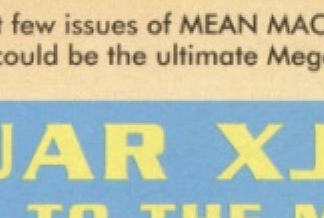
Just as we said in November, a six button joypad is being developed by Sega (check out the news piece in this very issue) for use with this, and other games.

In fact, the only news that has really changed is the release date. Due to legal negotiations with Capcom, the date has been put back to mid-April.

Check out the next few issues of MEAN MACHINES for the ultimate in coverage for what could be the ultimate Megadrive game

JAGUAR XJ220: COMING TO THE MEGA-CD

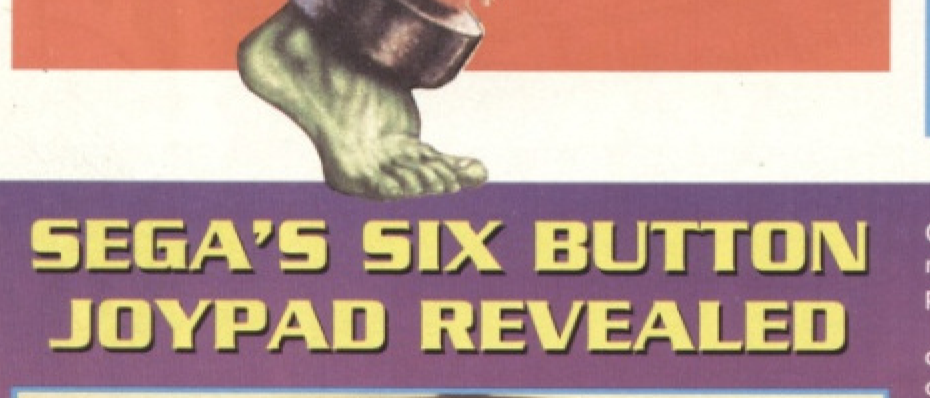
Core Design's phenomenally successful 16-bit Jaguar XJ220 game — based on (arguably) the fastest production motor car is coming to the Mega-CD!



This game was a massive hit on the Amiga, where it was hailed as one of the greatest road racers ever devised. The Mega-CD version has all of the stunning playability of the Amiga version, and then some, but also uses the Mega-CD's sprite-scaling chips to produce a stunningly realistic 3D environment. To add to the excitement, there's even a track editor that enables you to create your own tracks — brilliant!

Core Design are rapidly establishing themselves are formidable Sega programmers. All of their Megadrive games so far (including Corporation, Chuck Rock and Wonderdog) have met with critical acclaim and we have great hopes for this one. Look out for more details in the pages of this very mag quite soon.

SEGA'S SIX BUTTON JOYPAD REVEALED



Our Japanese contacts have managed to get a look at the hottest new peripheral for the Megadrive — the official Sega six button joypad!

The joypad, for use with Sega's forthcoming Street Fighter II is considerably smaller than the usual Megadrive joypad (more the size of a Super NES pad), but fits snugly in the hand, making all six buttons very easy to access. In addition, there is actually a SEVENTH button on the top of pad. Marked "MODE", you keep this held down when you turn on the Megadrive to tell it to receive input from all six buttons, rather than the usual three. In addition, the pad is completely compatible with the complete range of Megadrive games — the A, B and C buttons work as normal, but the X, Y, Z and MODE buttons don't do anything.

This joypad could make a serious contribution to Megadrive gaming. As well as Street Fighter II, this pad could come in very handy for games like flight simulators which require a lot more buttons to be really effective.

No official UK release date has been settled upon for the pad, but it will probably be released simultaneously with Street Fighter II in the spring. We hope to see the pad selling for around £20 to £25.

NEWS

SONIC COMIC HITS THE STATES



Issue one of the Sonic the Hedgehog comic, has gone on sale in America launched at the Las Vegas CES Show.
This 32 page comic, released by the relatively unknown Archie Comic Publications, features Sonic, Robotnik and Tails along with a few of their lesser-known chums including Princess Sally, Boomer and a bizarre pickpocket-type called Antoine D'Coolette! Who knows... maybe some of these characters will make their way into a future Sonic game!
The comic is clearly aimed at a very young readership, with some of the oldest jokes in the book and very simplistic storylines. Just for interest's sake, take a look if you see imports in your local comic shop.
We've also heard that the UK publishing company, Fleetway, have scooped up the rights to produce Sonic comics in this country. Keep a look out for those as well!

SUNSET RIDERS HITS MEGADRIVE!

Konami, world-renowned for their quality video games, are now producing games for the Megadrive! Their first release, Teenage Mutant Ninja Turtles is previewed later on in the magazine. The following release is Sunset Riders — a sideways scrolling tale of cowboys, indians and a whole lot of violence. The game will be released over here very soon, depending on when Sega sign a European agreement with Konami. More details soon.





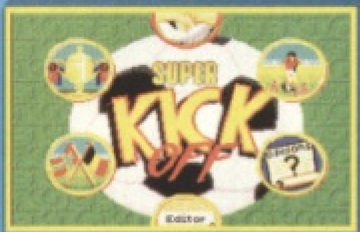




TINY TOONS ARE GO!

Super NES owners are currently being wowed by Tiny Toons — an exceptionally brilliant platform game, based on the cartoon series. The good news for Megadrive owners is that the game is currently in the process of conversion — and here are the screenshots to prove it! As you can see, it's looking brilliant. Let's hope that the playability is just as good. We should have a full review of this game some time during the next two months.

REVIEW



1-2 PLAYERS

PRICE £39.99

BY US GOLD

RELEASE MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 4
REPONSIVESS: EXTRA GREAT
GAME DIFFICULTY: HARD

1ST DAY SCORE

3-2

ORIGIN

Tremendously long-awaited conversion of the most famous-est football game ever.

HOW TO CONTROL

MOVE UP
MOVE RIGHT
MOVE RIGHT
MOVE DOWN

A Shoot the ball.

B Kick/trap the ball.

C Nothing.

S Pauses/unpauses the game. Calls up the in-game menu.

HOW TO PLAY

Use your joypad skills to move your team around the screen and score goals.

SUPER KICK OFF

What have Paul "Gazza" Gascoigne, James "Jimmy Greavsie" Greaves and George "Aagh, hic, yer me besht mate" Best got in common? That's right, they're all a bit portly. But there's also another hidden connection — they're all ex-masters of that great national institution, football — before old age, too many cakes and over-active tear glands brought an end to their success that is. But now, even these fellows can relive their glory days with the long-awaited Megadrive conversion of Super Kick Off.

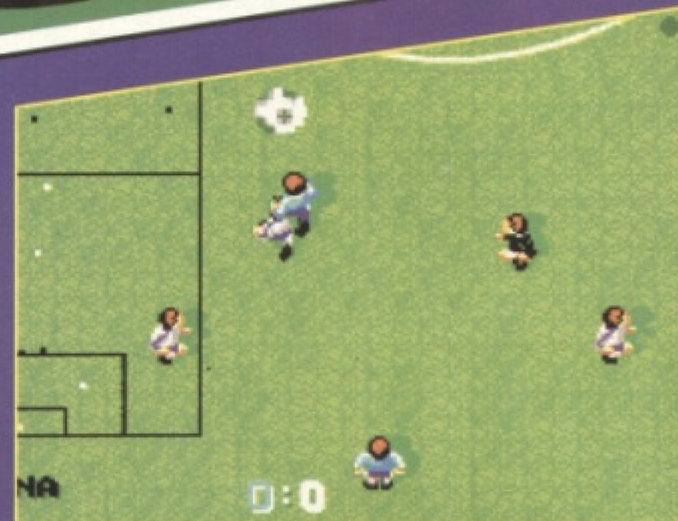
For those of you ignorant of this game, it's a hugely successful vertically-scrolling overhead view soccer game, mixing fast-paced arcade action with realistic simulation elements. Kick Off has been converted to pretty much every major format, including the Master System and Game Gear, and now Megadrive owners have the chance to practice their keepy-uppy skills without freezing to death in the park in the middle of Winter while some warmly-dressed PE teacher in a heated tent rants on about how it's not cold out and you're just being a big girl's blouse.

COMMENT



RAD

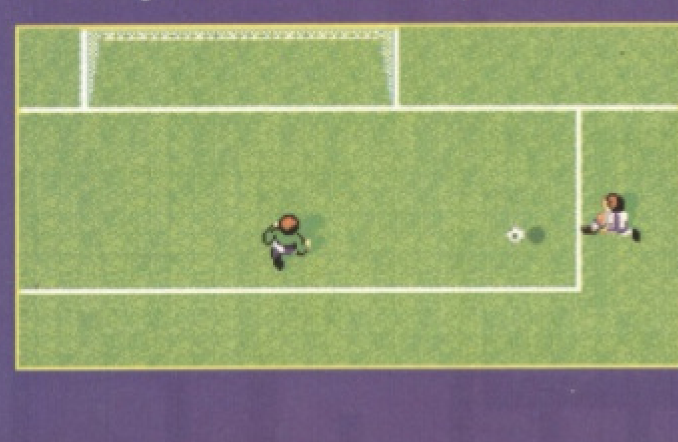
It seems we've been urging Megadrive-owning soccer fans to hang on for Super Kick Off for years now, what with the lacklustre showings put in by other footie games, so it really has got a lot to live up to. Fortunately, Super Kick Off exceeds expectations and almost very nearly justifies the tremendous wait. The game itself does need a bit of "getting in to" to coin a phrase — at first the free-rolling ball is a bit of a challenge for those normally accustomed to a leather which adheres itself firmly to the sole of your boot. However, once this small hurdle is overcome, the game is as fast-paced as you could wish — faster, in fact than pretty much every football game going. There's a lot of skill required in playing Super Kick Off, but the game is very rewarding once you put in the effort. There's absolutely loads going on, from all the tournaments to head-to-head play and it's even possible to have two players on the same side, which is always a welcome sight. Megadrive Super Kick Off has also managed to shed the "lovable" bugs which infested the Amiga version, such as the intangible net sides and the score-from-a-kickoff surefire technique, although the computer-controlled keepers are still all but impossible to beat at first. Put simply, Super Kick Off is one of the greatest games ever, and the Megadrive version is as packed with options, tweakables and gameplay as any other version. It's been a long time coming, but the Megadrive finally does have a soccer game worth the sponds.



▼ *It's Bobby Brewster and his talking football!*

AFTERTOUCH UP YOUR BALLS

The thing which made Kick Off so very popular in the first place was the addition of an aftertouch feature which allowed players to perform fairly realistic curling shots. As you would probably expect, this feature has been reproduced in its entirety in the Megadrive version of the game. Pulling off these shots is simply a matter of kicking the ball using the A or B buttons and quickly turning the joypad in the direction of curve required. This is particularly handy for beating defensive walls and is by far the easiest





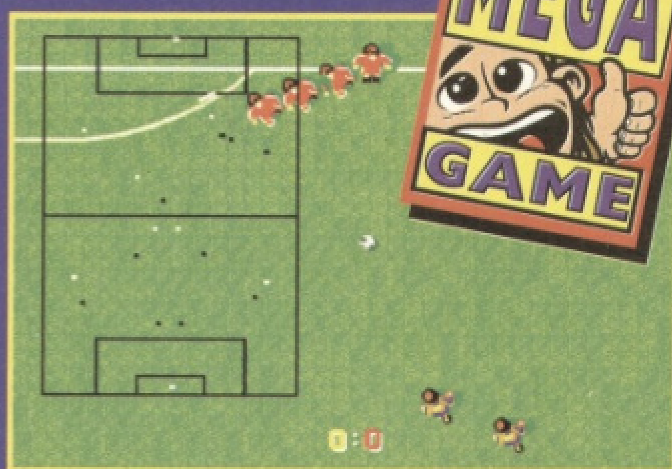


▲ ***This is the pre-match set-up bit which displays the weather, your ref and the result of the toss. And it's really great fun to caption.***

TOURNAMENT TRIBULATIONS

Members of the Computer Football Tournament Fanclub are no doubt cock-a-hoop about the wealth of tournaments available in Super Kick Off. There are four tourneys in all — two national and two international.

First off is the much-loved league pitting good old Tommy teams against one another. Then there's the FA Cup; a knockout tournament featuring the cream of English footballing talent. Moving into more cosmopolitan circles there are two European tournaments as well; a Euro league of sorts and the renowned European Cup, pitching top European teams against one another in a grim battle to the death. If tournaments aren't really your scene, man, take heart, for Super Kick Off offers two other modes of one-off play. First division teams international friendlies and national squads international friendlies for maximum matey football fun.

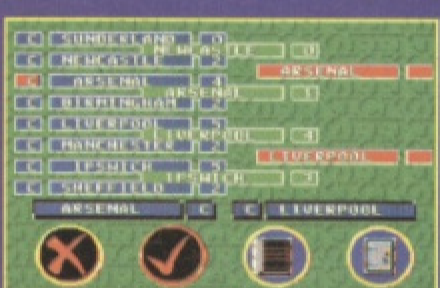




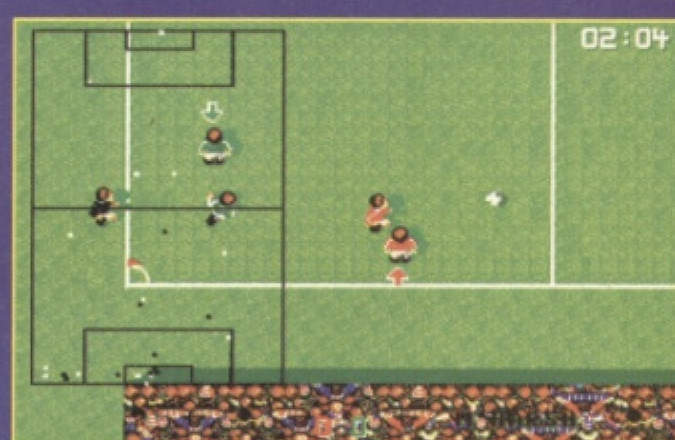
▼ ***Zzzz. Zzzzz. Zzzzzzz.***

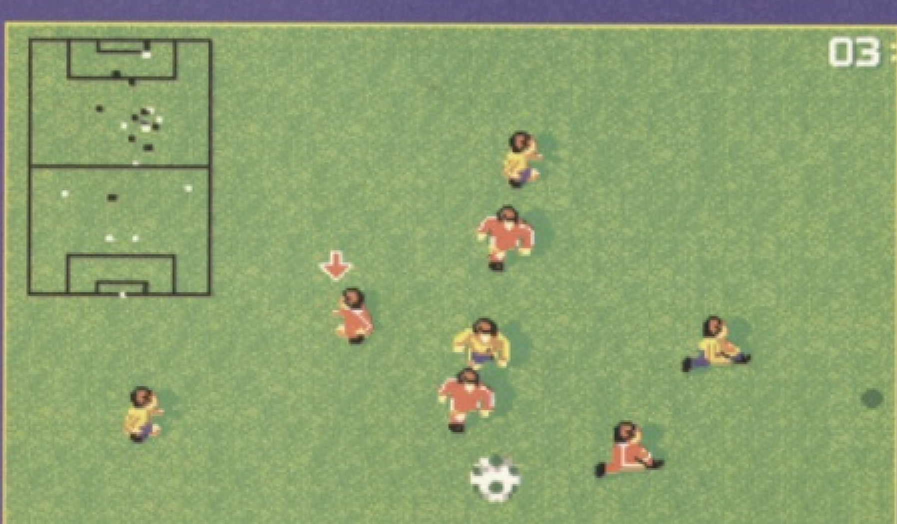


▼ ***Distracted by the state of play, Johnny never saw the fatal arrow until it was too late.***









GET YOUR KICKS

Although both the A and B buttons are used to kick the ball, there is actually quite some difference in their functions. The A button is your ornery hoof-the-ball button, sending the spheroid flying up the pitch no questions asked. The B button does things a little differently. Hold down the B button for anything longer than a slight tap and the player holding the ball stops dead and traps it. This now allows you to turn the player around and head off in a completely different direction without faffing about and having to chase the ball around in a wide circle. However, no matter which button you choose for booting, your statutory aftertouch rights are not affected.

REVIEW

COMMENT



JAZ

After suffering years of crappy football games on the Megadrive, the torture is over — Super Kick Off is here and soccer fans will never again find themselves suffering soggy balls, uncontrollable dribbling and shooting all over the place. Well, only when they first play this game and realise how brilliant it really is. The options are truly stunning — every aspect of the game is catered for and there are a whole variety of play modes covering all manner of cups and leagues. But, like all the best versions of this game, it's the playability where this is the champion. If you haven't played Kick Off before, the controls take a bit of getting used to due to the fact that the ball doesn't stick to your feet. But once mastered, the level of control and degrees of skill you can develop on this game are incredible. Steal the ball from an opponent with a slide tackle, sweep the ball swiftly up the field with a mega passing move and beat the keeper with a mega rocket banana-shot! Super Kick Off is a truly rewarding game, because the more you play it the better you get, and the better you get the greater the game becomes! And with its wealth of skill levels, multiple strategy modes and the all-important (and absolutely superb) two-player modes, this is a game that'll last longer than your Megadrive — I've been playing Kick Off since it was first released in 1987 and still love it now! Don't miss it!



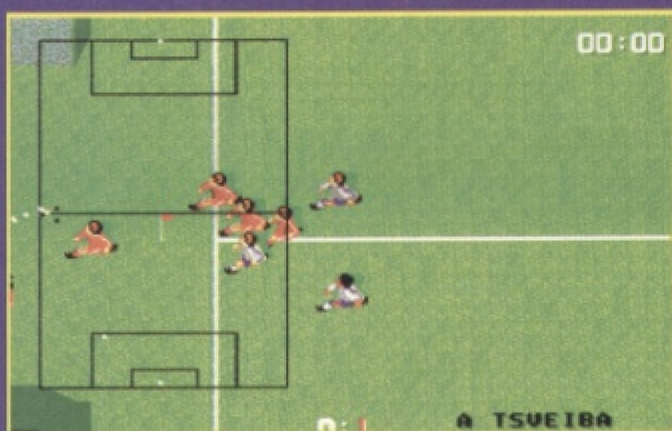
YOU CAN'T OUT POP POP-POP

As everyone knows, there's more to football than tonking a pig's bladder up and down some grass. Tactical, strategic team play is as important as nifty footwork. Luckily, the programmers of Super Kick Off haven't forgotten this and have incorporated a lovely tactics option. This presents itself at the set-up screen before each match, allowing you to choose from eight different formations for your team. Should your chosen strategy seem not to work for you, pressing START brings up the in-game menu from where your tactics are changed.

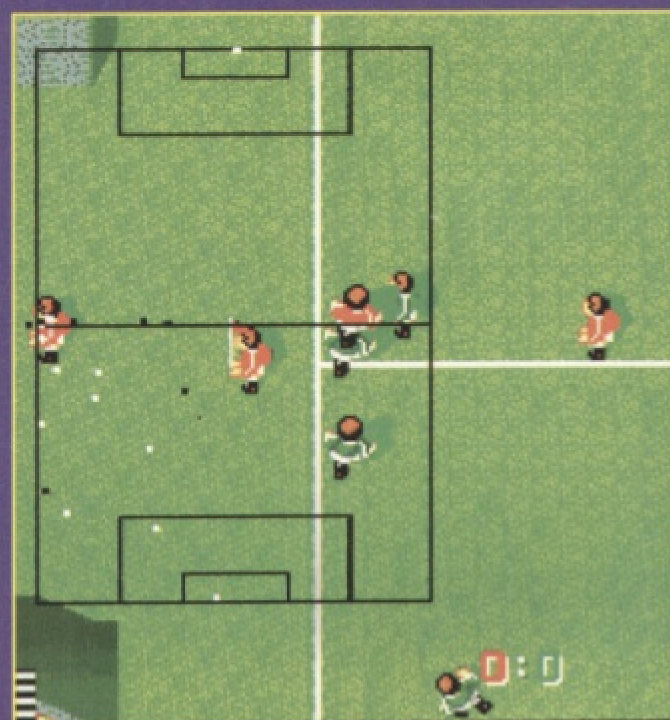




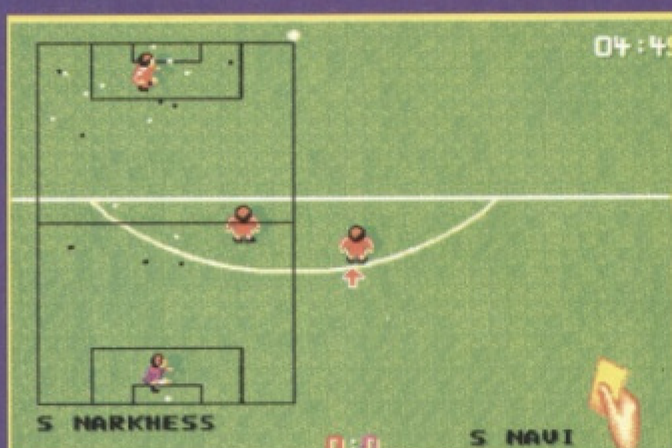
▲ ***"Puff! I'm not quite sure I like these new regulation Jumbo Balls! Pant!"***



▼ ***The hand of God hands out the Weetabix.***



▲ ***Quick! Here comes sir, and he looks angry!***

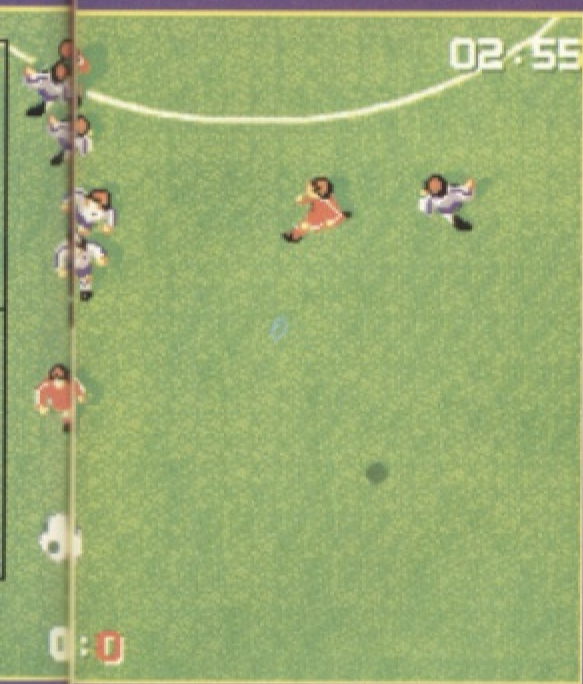


▼ ***"Pile on! Pile on!" "Aww gerroff! Oof!"***



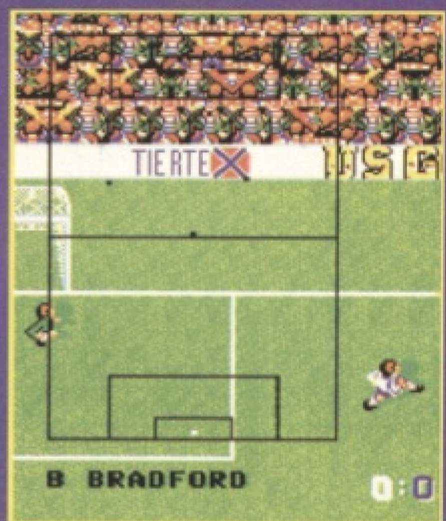
A LA CARTE

Super Kick Off is a PAUSE fan's dream come true. Pressing the START button doesn't just halt the action and bring up a PAUSED message, it also conjures forth a groovy in-game menu, allowing you to alter all manner of game aspects without restarting! For instance, the size of the radar may be switched between extra-jumbo super-size and handy bite-size proportions. Or change the tactics your team are using if they don't seem to be getting you anywhere. Alternatively, take a quick break and get a slow-motion replay of the last few seconds of play leading up to the pause, especially great if you pause it straight after scoring. Then again, some players may be happy to use their in-game options facilities to substitute injured or particularly bad players. Last, but not least, sulking players who are all upset about losing can quit the game from here, much to the amusement of anyone who happens to be watching at the time.

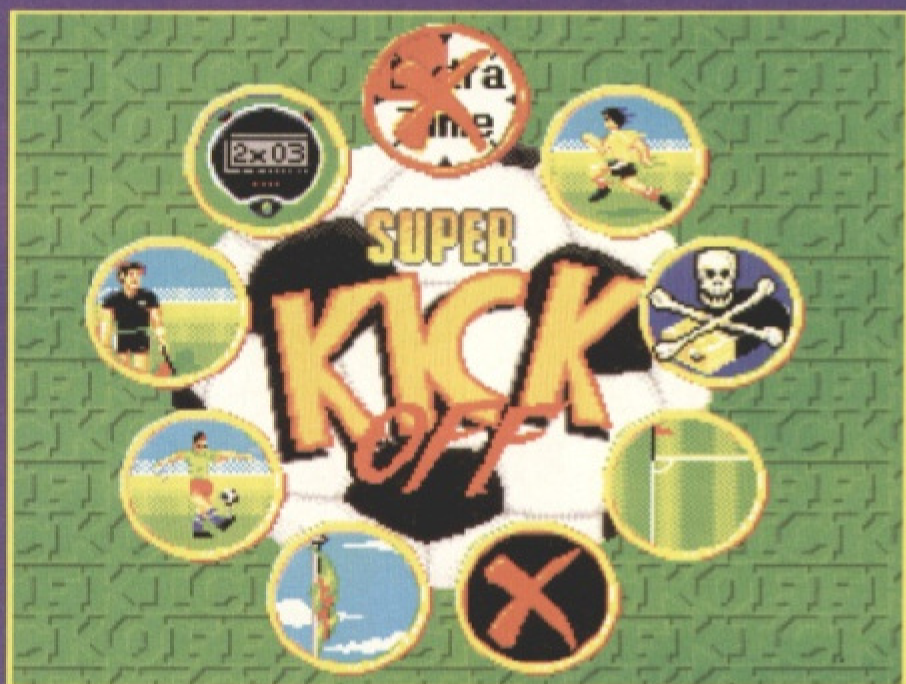


PITCH SCANNING FOR FUN AND PROFIT

Of course, there's one accessory no Saturday afternoon down the terraces would be complete without. Something which makes every spectator feel more at one with the game. A Thermos full of hot tea? A lovely full colour programme? Or indeed, that crudely made Coke cup megaphone for shouting abuse at the referee through? Of course not, we're talking about the radar. Yes, and now that radiation-run monitoring device so popular with todays fans has made the transition to the Megadrive. This handy widget sits in the top left corner displaying the movements of the two teams, represented by white and black dots. This allows the player to keep track of both their own and the opposing teams movements off the screen, making it a lot easier to set up passes and play strategically, as well as avoid tricky defensive formations. And it also acts as an early warning system against incoming enemy aircraft! Hurray!



▼ *I'll have a bit of that.*







▲ *Mind the collision, Marlon.*



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

PRESENTATION 90

▲ Hordes of options and more options scream for attention, as well as numerous presentation screens and some snazzy graphics.
▼ The all-icon menus take a bit of getting used to...

GRAPHICS 82

▲ Small, as the saying goes, but perfectly formed. Detailed and colourful sprites and smooth scrolling pitches in a variety of designs!

SOUND 76

▲ Decent quality tunes and effects... reproduced speech
▼ But there's not really that many of them to speak of.

PLAYABILTY 96

▲ Fast moving and exciting, but very hard to master. There's literally years worth of skills to be learnt here.
▼ Does take a bit of the old getting in to.

LASTABILITY 94

▲ The four tourneys should last single players quite a while, and with another player it should last forever and ever and ever.

OVERALL 95

The best football game going, and one which every Megadrive owner, regardless of their interest in the sport, should leap out and purchase.



MEAN YOB



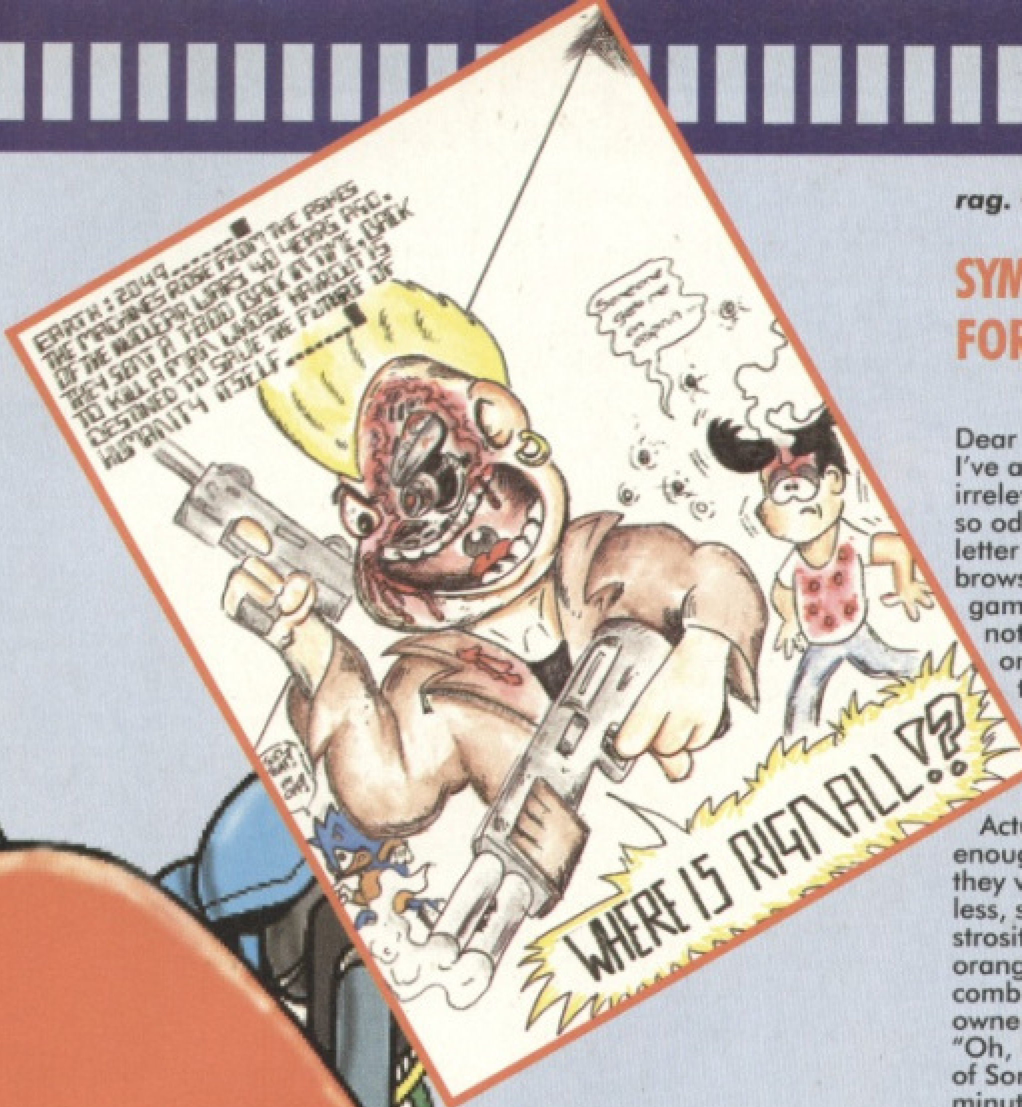
Hurrah! More letter-answering tomfoolery with the World's favourite replier of postage-related communications. Yes, YOB is here once again to dispense generous dollops of wit, humour and insults to those who deserve it. If you've got something to say, have letters, pictures, photos, large cheques or lavatory pans with embossed renditions of Cezanne paintings on them, send them in: TROUSERS ON THE LARGE SIZE MAKE ONE LOOK PROPORTIONALLY SAD MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

B-A-A-A-A-D INFLUENCE

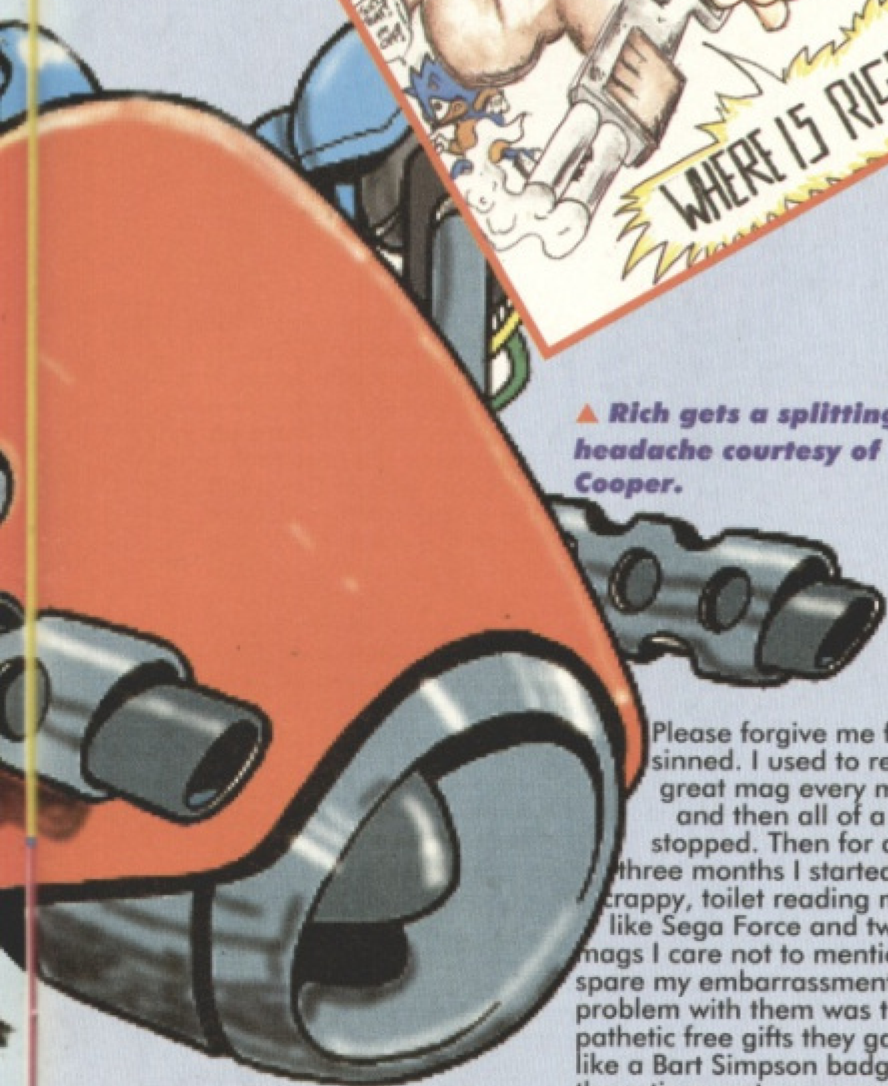
Dear YOB
Ha ha ha ha ha! You've got to laugh at "Bad Influence". Have you ever seen such a crap programme? I came home from school looking forward to seeing the show only to be disappointed at the sight of a bunch of kids trying to play on video consoles. I find "Eldorado" and "Home and Away" more entertaining than that. I mean, look at their scoring system. The boys gave one game an average score of three out of five, but the girls liked it and gave it four out of five. What a load of crap. A game should be rated from 100% not out of five! The presenters, Violet and Andy don't have a clue, I hate them as much as the show. The Bad Influence



▲ *Dominic Burt did this. Isn't he skillful.*



▲ ***Rich gets a splitting headache courtesy of N Cooper.***



magazine is just as bad as the show as well, I only had a quick flick through it and knew it was rubbish. I must record the piece at the end of the show where it tells you the top twenty Nintendo and Sega games! What a load of rubbish. After all that I would like to say hello to my friend Joe Tiger.
Mark Beech, Castlecaereinion, Wales
YOB: I agree. It's fine for those who know very little about videogaming, but it's far too simple and patronising for those who do.

CONFESSION TIME

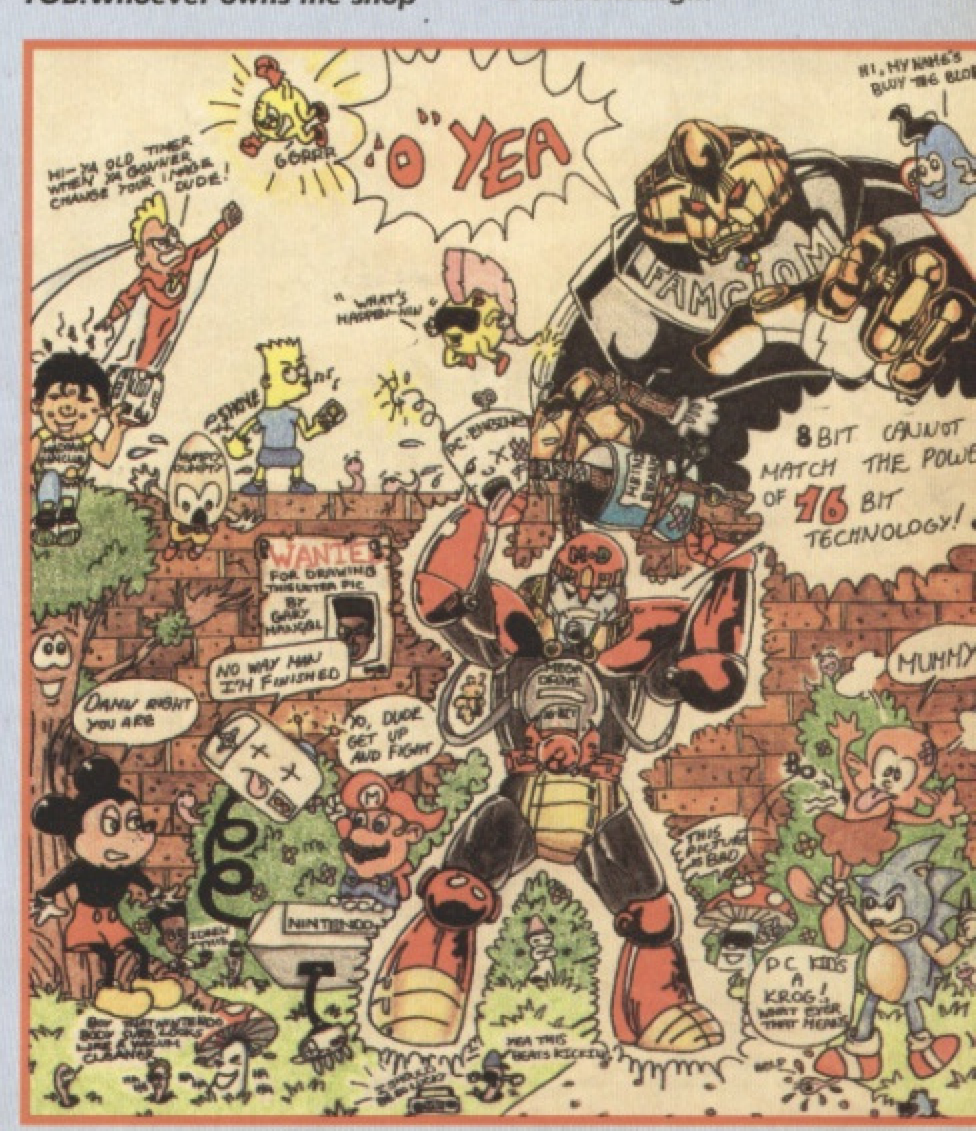
Dear Father YOB
Please forgive me for I have sinned. I used to read your great mag every month, and then all of a sudden I stopped. Then for about three months I started reading crappy, toilet reading material like Sega Force and two other mags I care not to mention to spare my embarrassment. The problem with them was the really pathetic free gifts they gave away like a Bart Simpson badge. Also the ratings systems were so poor. At first I couldn't understand them, and then I didn't bother reading them.
Now I have seen the light! I have been reborn thanks to the even better magazine, MEAN MACHINES SEGA!!! A whole mag just for Sega nuts. Plus the ratings have improved, and the section at the beginning of each rating is brilliant. I am writing this letter on my knees pleading for forgiveness. Slag me off if you want because I deserve it.
1ST PARA:*Paul Munn, Leicester*
*1ST PARA:***YOB:** ***Pah! You don't even deserve to be slagged off you revolting, snivelling toe-rag. Get thee gone.***

SYMBOLS OF CONFORMITY

Dear YOB
I've an observation of a rather irrelevant kind but it stuck me as so odd that I thought I'd write a letter to you about it. While browsing furtively in my local game shop the other day, I noticed the owners had decided on the idea of selling mens ties on a rack next to the counter. What? Ties? Could someone please offer me the connection between console games and ties.
Actually ties isn't specific enough. These weren't just ties, they were some of the most tasteless, seventies orientated monstrosities ever seen. We're talking orange and dark brown colour combinations here. What do the owners expect of their customers. "Oh, I think I'll buy myself a copy of Sonic 2... Ah, but hold on a minute they've got some seventies retro ties in here... Oh, what the hell! I'll forget about the game sir and take that perversely attractive tie that subtly intermingles the shades of orange and brown!" I don't think so somehow! Well, that's it actually.
Peter "Young at Heart" Calcutt, Birmingham
YOB:*Whoever owns the shop must have got confused about tie-ins. Doh!*

THOSE EVIL THINGS

Dear YOB
I'm sure everyone who has ever played a computer game has heard of the Gulf war and the Cold war. Now everyone who enjoys playing these computer games is about to take part in their own war, the addiction war. This war has started because of the Gutter Press slagging off computers and consoles.
According to them, computer games are bad and unhealthy for you. Now I think that everyone who owns a computer or console should write to the Sunday papers that printed these remarks, which are the News of the World, and the Sunday Times to show their utter disgust at these stories. For as Paul Kelly says in issue 3, if we don't act soon, there will be no Sonic, Mario or Street Fighter II.
Harry Knox, Barcley Green, Kilmarnock
YOB:It amazes me that on the one hand the tabloids have screaming headlines at how wickedly evil videogames are and how they turn you into either a crazed loon, a raving epileptic or an unhealthy lump o' lard, yet on the other they all have regular videogame columns. The hypocrisy of it all is astounding...



▼ ***A bizarre montage from Gary Mangal. Cool eh?***

A CASE FOR DR SADNESS

Dear YOB
I don't really see what all the fuss is about, Ecco is total and utter rubbish. I mean, what's so good about a Dolphin game. I suppose the MEAN MACHINES gang have got their heads screwed on about how much a game should be given on a review overall, but 97% is a bit over the top isn't it? That's bad enough, but being Megadrive game of the year is totally nuts. Oh, and YOB, why don't you change that stupid picture of that punk which is supposed to be you eh?
Lee Elford, Romford, Essex
YOB:Looking at the postmark on your letter, no version of Ecco had been released at the time of postage. Therefore you hadn't played it. Therefore you are in no position to criticise the game and are thus talking right out of your backside. Go sit on a bog brush, skid mark features.

AN INMATE WRITES

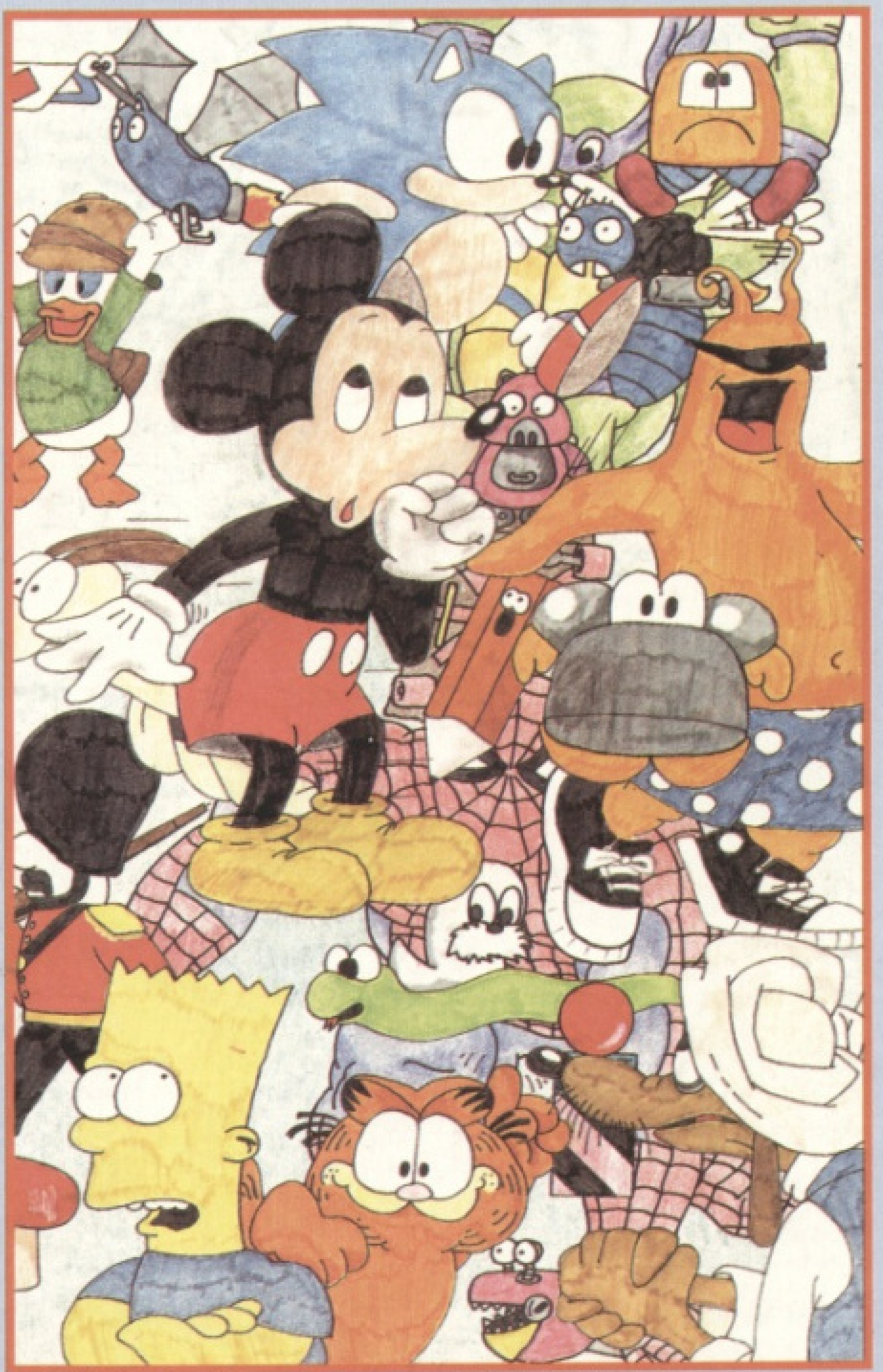
Dear YOB,
I think that MEAN MACHINES SEGA is a great mag, but I think you could improve it no end if you were to have a letters page, so readers could express their ideas, views or comments etc or just ask questions that they want answering.
GamesMaster, Mental Home
YOB: What an absolutely fabulous idea! If you look at the top of the page you'll see an address where you can sent such ideas, views and comments. Wow! I only wish we'd thought of that idea sooner.

HEROES OF THE HALF-SHELLY

Dear YOB,
With reference to poor, deluded Mrs Margaret Shelley. What can I say? You think you are perfect, you are sooo full of yourself! Well the truth is quite different. Examination of your letter shows you actually know very little of what you preach about. I have no doubt that you generously counselled young adults with wasted lives. They may have played video games, been anti-social, spotty, pubescent delinquents. But video games are a symptom of this problem, not the cause. If they had more fulfilling lives, they may not have drowned their sorrows in the cartridge slot. They should have all things in moderation, a rule I'm sure a good lady such as yourself follows.
A proper upbringing is a good life, and I read with some concern about your son. "You only live once" as they say, and I am sure as a foolish youngster you too dabbled in the evils of TV, radio and other "addictions". They are no more dangerous than video games! Incidentally, about the offensive titles of games: we are all adult enough here and all know what a hedgehog and a lemming are, and I feel children of today will not be overly shocked.
Video game violence is a problem you claim to know "from personal experience", but I do not get urges to maim/kill other humans due to excessive gamesplaying. However, your letter has angered me, and happily a group of like-minded fellows are organising into a force to emphasise our points by inserting a pineapple into that oversized rectum you talk out of.
1ST PARA*A group of very irritated chaps*
1ST PARA ***YOB: Brilliant! Absolutely brilliant! I particularly love the bit about the pineapple - it nearly made me laugh my Mr Kripling Fruit Pie out of my nose.***

NOT AVAILABLE TO THE UNDER THREES

Dear YOB
Well done for creating an excellent magazine. We have a few queries. Why do you put cheap plastic bags over some of your mags because it may suffocate them! No, no, seriously, many people like glancing through the mag before making a purchase. Secondly we would like to add to the many complaints about the high price of Sega and Nintendo games. If the investigation by the Office of Fair Trading proves that Sega and Nintendo have been over-charging games players, what action could be taken? Finally a suggestion to improve your reviews: why don't you get the reviewers to give their own overall score alongside their views.
Paul Dean and Richard Dolby, Nantwich, Cheshire
YOB:In America, their equivalent of the OFT made a ruling that Nintendo had been charging too much for games and as a consequence Nintendo had to dish out millions of money off your next purchase vouchers worth about £5. Will the same thing happen over here? Who knows... but we'll keep you informed.


▲***Ooh. Isn't this good. James Hall did that.***

PUT THE RECORD STRAIGHT

Dear YOB
I know you know everything there is to know about Megadrives and games, especially Sonic. This is what I am writing to you about. I was wondering if there are any records for the time took to finish the three acts of Greenhill Zone. I think I am totally skill because I can finish Act 1 in 29 seconds, Act 2 in 25 seconds and Act 3 (including killing Robotnik and freeing the animals) in 49 seconds. If you know any records or anything that may help me please, please, please reply.
Carl Leraghty, Atherton, Manchester
YOB: You're not quite the whizz you think you are. R Davies of Wrexham can do Act 1 in 26.67 seconds, W Marras of East Cheam can do Act 2 in 22.31 seconds and N Waddington of Widnes can do Act 3 in 41.56 seconds. So there you go...

ANTI ANTIPODEAN

Dear YOB
I think your column is the best part in the mag, but when I read issue 4 a little knob-head Aussie was saying things about the UK. He should get some facts right. For one thing Australia was British and I think ole' knob-head should stop sticking his head up kangaroo's bum's.
Andrew Maidenhead, no address
YOB: His backside-related marsupial antics were sad indeed. Now you know why he wanted some sport to tie his kangaroo down.


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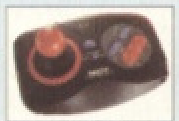
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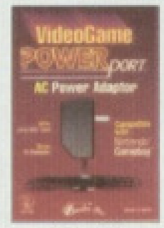
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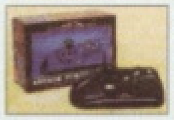
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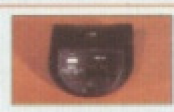


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▲ ***In the MEAN MACHINES office, no one can hear you scream. A fab strip this is, courtesy of Mr Forgetful.***

METAMAGICAL THE-MAS

DEAR YOB
It has come to my attention that however hard people try to put you down you always get the last word, so I have something new to put before you: YOU DON"T EXIST. You are in fact written by one of the MEAN MACHINES team. A lot of the time they probably don't want to write your column, they want to get home to their cup of Bovril. And then it hits them, they have to write some more MEAN YOB. Don't you realise these people lead their own lives? What happens when at a nightclub chatting up some girls one asks, "Don't you write MEAN YOB?". Then everyone in the club will laugh at them for pretending to be a fictitious character.
Instead of addressing this letter to YOB, I should have addressed it to "Dear poor staff writer who has a fictitious character who answers letters type burden around their neck.
Now a quick point. Where has Gazza gone? Every month I used to rush down to the newsagents to but my copy of MEAN MACHINES, then I could catch a glimpse of my hero Gary. To my horror, when the magazine split in two so did my heart. My love for Gary "the pussy" Harrod had gone. For a while I was off my food, I was moody, and my family noticed the difference. Then on the 24th December I was re-united with that god of a guy when there in front of my eyes Gary beat the pants off Game Zone. It was to be a happy Christmas after all.
Tim Blackwell, Carlisle, Cumbria
YOB: Okay, so let's say I don't exist. Therefore you wrote a letter to nobody. That means that you must be completely mad. That is worryingly reinforced by your Harrod fetishism. Therefore I have passed your address on to your local lunatic asylum. Sit tight and stay calm, the men in white coats will be along soon.

IS HE OR ISN'T HE

Dear YOB
I am 13 years old and own a Megadrive but I haven't enough information on games. I own two games: The Immortal and ESWAT. They are the best games I have played. I would like to have a collection of games in about three years from now, but I haven't got enough information on the games. What I am saying is if you could please send me a couple of sheets of information. It would be brilliant if you would. It would help an awful lot. I'm hoping you will. I think you have the best job ever reading and looking at information on the Megadrive games and reading all the letters that come, and being able to write in the mag. When I grow up I want to become one of you.
Feargal Kierans, Co Louth, Ireland
YOB: Don't you read the magazine, or are you really a complete and utter thickie?

EASY, PEASY, LEMON SQUEEZY

Dear YOB
After buying the Christmas issue of your magazine, I read with interest the review on "World of Illusion". You gave it a very high mark overall and a good mark for lastability. You said in the review that although the game was a tad easy to complete, it was good enough to keep you coming back for a long time.
I bought the game on the 19th December and am already tired of it. I had thoroughly enjoyed the original and decided I would do a trade in that and Taz Mania, for the new Illusion game. I completed it after one hour of purchase without using any continues, let alone the password. I am beginning to regret losing the old Mickey game because I enjoyed that much more.
I am by no means complaining about your reviews. The game got a fair mark against other Megadrive games. Sure, as usual for a Sega game these days, the graphics are stunning and beautifully designed and the animation is superb, but after this their games go downhill.
Over the last year I have had a number of games, all of which I found too easy. The only games that really give some challenge that I've got are Populous and Streets of Rage (hardest mode). I am not saying that I don't enjoy playing games on the Megadrive, I just would like to know, where have all the classic old games that I used to love playing on my crummy old CPC 464? All Sega seem to produce are amazing graphics and sound on to dull, boring and plain easy games. If they put more challenge in to their games I may consider keeping the Megadrive, but at the moment I am considering selling it and buying some good lasting games for my PC, or maybe even buy a SNES because the games are that much better and bigger than Sega ones.
I would be interested to hear your views on the subject and I'm sure that other Megadrive owners feel the same as I do. The only decent game to arrive on the Megadrive recently is Ecco, but one decent game in 175 isn't that good is it?
I apologise that this letter is so lengthy, but I really want to get my point across, and I thought it would be a good idea if you had a couple of pages of readers views, to make software companies really take notice of what the punters want. Thank you for reading this long letter and I would like to see your views on this subject in the magazine soon.
Jon Leahy, Chichester, West Sussex
YOB: Write to Sega and tell them. We've been going on for years that most Sega games are far too easy to complete! Do they think we're all cack-handed gimps or something?

▼ ***Remember your name and address in future, Mr X.***



HIGH SCORES

Listen to the sound of consoles groaning under the strain of a thousand high scores breaking. Harken to the cries of those who fail then resist the compulsion to crack under pressure. Yes, it's that time again, do you have the right to find adoration within these hallowed halls? Listen to the sound of a million beads of sweat fall to the floors of homes across the globe as would be score-meisters strive to become worthy. Are you such a person? Are you worthy? Send your efforts into YES, I AM WORTHY — THOUGH I CAN'T PLAY BASKETBALL TO SAVE MY LIFE! HIGH SCORES, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

MEGADRIVE:

ALIEN 3
4,997,810 Completed without continues
Wayne Turner, Chelmsford, Essex.

ALIEN STORM
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent.
This is the first of many entries from young master Towes. Can no-one out there depose this young pretender to the high score throne.

BLOCK OUT
263, 974, Flat Fun mode
Monique Biemond, Zwolle, Nederland.

CALIFORNIA GAMES HALF PIPE
53,000
Dan Towes, Gillingham, Kent

DOUBLE HALF PIPE
78,495
Dan and Ross Towes, Gillingham, Kent.

FOOTBAG
2078900 for 39 mins 51 secs
Dan Towes, Gillingham, Kent.

DOUBLE FOOTBAG
322,990 Earth gravity
Dan and Ross Towes, Gillingham, Kent.

SURFING
9.8 Turbo board
Daniel Gallop, Epping, Essex.

SKATING 9,000
Dan Towes, Gillingham, Kent.

BMX
134,650
Ross Towes, Gillingham, Kent.

CHUCK ROCK
412, 925
Andrew D Mellor, Sandbach, Cheshire.
No relation of the toe-sucking MP I hope.

COLUMNS
20,349,622. Level 199 with 9999 Jewels.
Amanda Wills, Lowton, Warrington.
Doesn't she have a social life?

DECAPATTACK
Completed with 12 lives left, none lost.
Daniel Gallop, Epping, Essex.

DESERT STRIKE
4,780,100
Wesley Edwards, Luton, Bedfordshire.

DICK TRACY
365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent: YOU SAD MAN!!!

DYNAMITE DUKE
708,610 easy level
Daniel Flower, Rochford, Essex.

FANTASIA
13,124,930, retired at level 3
Dan Towes, Gillingham, Kent.

GAIARES
1722188, Completed on Very Hard
Karl Barber, Redditch, Worcs.

GHOULS 'N' GHOSTS
310,800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blackhill Consett, Co Durham.

GOLDEN AXE
277 A+++ Duel mode using Gilius Thunderhead
Dan Towes, Gillingham, Kent. YAWN!

GOLDEN AXE 2
987.9. Hard.
Daniel Gallop, Epping, Essex.

GYNOUG
3,237,580 last level
Alan Gaunt, Birstall, W.Yorks.

HELLFIRE
1,611,110, completed on easy level
Dan Towes, Gillingham, Kent.

JOHN MADDEN '92
237-0. Redskins vs Eagles, five minutes each quarter
Alan Gaunt, Birstall, W Yorks.

MEGALOMANIA
Epoch 6 completed
Gus, MEAN MACHINES.

MERCS ORIGINAL
746,900
Daniel Flower, Rochford, Essex.

ARCADE
1,407,500
Neil Kendall, Birkenhead, Merseyside.

MICKEY MOUSE
1,254,700, completed on hard mode.
Dan Towes, Gillingham, Kent.

MIDNIGHT RESISTANCE
2,104,100, completed on Normal level
Dan Towes, Gillingham, Kent.

NHLPA HOCKEY '93
Chicago 42, Los Angeles 1. 20 minute periods, crowd level of 191.
daniel Gallop, Epping, Essex.

OLYMPIC GOLD
Sprinting: 10.55 seconds
Hurdles: 14.26 seconds
Swimming: 1:57.4 minutes
Archery: 147 points
Pole Vault: 6.10 meters
Hammer: 75.75 meters
Gareth Jones, Bangor, N Wales.

PGA TOUR GOLF
TPC at Sawgrass: 10 first round.
James Pretty, Hammersmith, London.

PREDATOR 2
1,363,070 Hard level
Wayne Turner, Chelmsford, Essex.

QUACKSHOT
876,500, completed with 7 lives left
Dan Towes, Gillingham, Kent.

REVENGE OF SHINOBI
1,156,800
Daniel Flower, Rochford, Essex.

ROAD RASH
£49, 510, 120 completed
James Pretty, Hammersmith, London.

ROBOCOD
12,468,200 Completed
Wesley Edwards, Luton, Bedfordshire.

SONIC THE HEDGEHOG
9,999,990, completed with 6 gems
Dan Towes, Gillingham, Kent.

SONIC II
316, 690. Completed using Tails alone.
Dan Towes, Gillingham, Kent.

SPEEDBALL II
774 -20. Brutal deluxe vs Super Nashwan.
Mark Woolf, Milton Keynes.

SPIDER-MAN
175,000 Nightmare level
Chris Collins, Cheadle, Cheshire.

STREETS OF RAGE
1, 103, 640, Adam on Hardest level
Daniel Gallop, Epping, Essex.

SUPER MONACO GP
144 drivers points.
Luke Thompson, Augustus, Inverness-shire.

TAZMANIA
7,437,810
Bart-Martijn Van Der Putt, Netherlands.

TECMO WORLD CUP
24 - 0. Exhibition Match.
Richard Bentley, Keighley, W Yorks.

THUNDERFORCE IV
8, 130, 610. MANIAC level.
Andrew Hemming, Sandown.

TERMINATOR
302,510 completed
Scott Mixter, Tranent, East Lothian

TOE JAM AND EARL
1,295, completed with Toe Jam
Dan Towes, Gillingham, Kent.

WARDNER SPECIAL
471,900, completed without using a credit
Dan Towes, Gillingham, Kent.

WHIP RUSH
1,561,400, completed in 42 minutes on Hard level with 6 men left
John T Fawcett, Blackhill Consett, Co Durham.

WORLD OF ILLUSION
20 Tries left and seven cards. Completed with Donald Duck.
Jonathan Jones, Poole.

MASTER SYSTEM:

ASTERIX
514, 400 completed without continues
Richard 'Musk' Musgrave, Dromara, Dromore.

ACTION FIGHTER
1,250,550, completed
Christopher Clarie, Wigan, Lancs.

ALEX KIDD IN MIRACLE WORLD
88, 000 completed
David Henning, Brampton, Huntingdon.

ALIEN III
45, 570
Chris Dow, Moray, Scotland.

CALIFORNIA GAMES HALF PIPE
29, 160
Scott Tilley, Spalding, Lincs.

FOOTBAG
65, 760
Scott Tilley, Spalding, Lincs.

FLYING DISK
1070
Scott Tilley, Spalding, Lincs.

SURFING
9.2
Scott Tilley, Spalding, Lincs.

SKATING
4560
Jamie Carpenter, Southwell, Notts.

BMX
76,800
Jamie Carpenter, Southwell, Notts.

LUCKY DIME CAPER
543,050 completed
Tim Mason, Sittingbourne, Kent.

MERCS
229700
Tony Payne, Bedford.

MICKEY MOUSE
96,530 completed
Abdul Hoque, Birmingham.

R-TYPE
185900
Chris Dow, Moray, Scotland.

SONIC THE HEDGEHOG
877900 completed with 6 gems
John Burnett, Avon.

SONIC II
1, 005, 300.
Richard 'Musk' Musgrave, Dromara, Dromore.

SUPER KICK-OFF
25-2, both teams on division 3
Jamie Carpenter, Southwell, Notts.

XENON 2
18,520
Tim Mason, Sittinbourne, Kent.

GAME GEAR:

COLUMNS
4,709,000
James Dore, Ilford, Essex.

GG SHINOBI
109,800
Leo Nwoye, Brockley, London.

MAPPY
287,860, level 58
Paul Haseldine, Stapleford, Notts.

MICKEY MOUSE
243400 completed with 18 tries left
Liam Rosher, Woodside, London.

PUT 'N' PUTTER
Finished in 14
Liam Rosher, Woodside, London.

SONIC THE HEDGEHOG
1,070,290, finished with all Jewels
Simon Johnston, Fife, Scotland.

SONIC II
2, 644, 972. Completed with 28 lives left and one continue.
Steven Purton, Sawbridgeworth, Herts.

STREETS OF RAGE
945, 1000
James Dore, Ilford, Essex.

SUPER MONACO GP
Completed with 90 driver's points.
David Henners, Bootle, Merseyside.

JIMMY CHIN CORNER

MERCS
999,999,999
Luke Thompson, Augustus, Inverness-shire. I reea-llyy believe this score, don't you readers?

EEYORE CENTRAL
321,550(completed on first go)
Yes, David Beckett of Urmston in Manchester — but what game I hear you cry? Eeyore!

Q+A

HAKLE MOISTS

Dear Jazza
Would you please answer a few good questions for me? Ta mate!
1. Who got the rights to Mortal Kombat — Sega or Nintendo?
2. Would you recommend the Game Gear over the Atari Lynx and Supervision?
3. My friend says there will be a hand-held Neo Geo in two years time, will there? I don't think so!
4. Is WWF on the Megadrive better than the Super NES one?
5. Which is best: Fatal Fury or Streets of Rage II?
6. When is World of Illusion out?
PS My sister fancies you and Rad rotten because of your long hair.
Adam Jones, West midlands

Jaz:1. The game's rights have been signed by Acclaim and it'll appear on Megadrive (and SNES) later on this year 2. Yeah, I suppose I would. 3. Your friend is spinning it. 4. Only ever so slightly. 5. Streets of Rage II. 6. Now.

PREPERATION H

Dear Jazza
I recently went down to my local arcade and I saw Street fighter '92 but Guile was standing in mid-air and doing a Sonic Boom, Ryu was changing into Blanka and the Dragon punches were going across the screen!!! Is this game official?
Viren P, Cricklewood

JAZ:Nah! It's a hacked about copy of the original arcade board. For a new, official Capcom version of Streetfighter II, look out for Turbo Edition which features new moves and tweaks to the gameplay — it's mega!



SENNAPODS

Dear Jazza
Please, please answer my questions because I'm completely lost.
1. My friend, who has a Japanese MD, said he saw Going Live one morning where they said you can hook your ordinary CD player up to the MD. No way! But he says it's gospel!!
2. Please dedicate a page to the Mega-CD as almost no-one knows anything about it — apart from your TOTALLY AWESOME vid, and it's YOUR REVIEWS that convince people like me although the video has me totally convinced.
Please, please answer my questions because I think you should as I'm totally dedicated to your mag and can't wait until next month. MEAN MACHINES IS THE BEST MAG EVER CREATED
D B Derry, N I

JAZ:1. Your friend is talking cack, and watch for Mega-CD features in the not-too-distant future.



With a swish of his special answering trousers and a thump of his large mailbag, Jaz sweeps into the office ready for another rigorous questions and answering session, with you, the reader, supplying the queries and Jazza, the great smart-ass know-it-all coming up with the answers. If you've got anything you want to know, write in to:
MY QUESTIONS ARE SO HARD THEY COULD RIDE PILLION WITH GARY ROTHWELL, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BARIUM MEAL

Dear Jaz
Please answer these questions as I would like to know the answers(which is very obvious).
1. Being as I own a Megadrive and am lucky enough to own a Menacer) will it be possible, through the Mega-CD to produce such games as 'Mad Dog McCree'?
2. If not does it mean that the Mega-CD cannot really produce digitised film images?
3. Besides what I've just said, how much will the Mega-CD cost and when will it be released?
Thanks for your time.
Daniel Waters, Newark

JAZ:1/2. Yes, indeed it would. But whether or not Sega will is another thing entirely. 3. About £250.00.



PAMPERS

Dear Jaz
Can you please answer these questions for me?
1. Will European Cup Football be coming out for the Master System?
2. If not, will there be any new football games coming out?
3. Will there be any more Sonic the Hedgehogs?
4. What game is the best out of World Class Leaderboard and Golfamania?
5. How often will you be giving videos with your mags?
Andrew Barry, Galashiels

JAZ:1. No. 2. No. 3. Yes. 4. Leaderboard.

PROCTOLOGICAL

Dear Jazza
I am thinking of buying a Mega-CD for my Megadrive. Please, please could you answer these questions — and print them?
1. Will the Mega-CD run on all types of Megadrive machines: ie Jap, English and American?
2. With issue three you gave away a video about the Mega-CD, on it was a CD called Make My Video. Could you tell me if you could make a video of any of your CDs or would it just be Kriss Kross($%£@*!)?
3. How much do CDs cost?
4. Will they be any good (eg lastable, playable)?



▲ Kriss Kross prove that sometimes you can actually look stupider than you really are.

5. Will Street Fighter II be coming out for it?
6 Would I be wise to wait for Sega's 32-bit console or should I buy the Mega-CD? Thanks a lot!
Neil Martin, Stockport

JAZ: 1. No. If you've got a British machine you'll need a British Mega-CD and so on. 2. No, just cack old Kriss Krap, C+C Music factory and a couple of other sad cases. 3. About £30.00. 4. Wait and see. 5. Maybe. 6. The choice, as they say, is yours — but you'll have to wait ages if you decide to get a 32-bit machine 'cos it won't be out in Japan until the end of the year.

ANUSOL



▲ All the smart alecs who noticed our deliberate Flashback mistake win... NOTHING!

Dear Jaz
I own a Game Gear and a Master System and Christmas '92 I had a Megadrive. Please can you answer these questions.
1. In mag No 3 you didn't answer Michael Reed's question on a convertor that is coming out to enable you to play Super NES game on your Megadrive and vice-versa, so is this true?
2. When will the release date for Flash Back be announced?
3. Why did you print some screen shots for Flash Back upside-down?
4. In the new game Streets of Rage II can you have a fight against the other player as a sort of a bonus level?
5. What's the best game enhancer: The Action Replay Pro or the Game Genie?
6. I have heard that Sega are making a Megascope to compete with the Super NES Superscope. Is this true?
Ben Fuller, Bedfordshire

JAZ:1. We've heard nothing about this rather dubious-sounding converter, and until I actually see evidence of it, I'll continue to have my doubts about its existence. 2. April. 3. Just testing. 4. It's an option on the title screen. 5. Game Genie. 6. Where have you been for the last year? The Megadrive light gun, The Menacer, has been out for months already. Doh!

LEMON CURD

Dear Jaz
I have a few questions for you to answer:
1. Why did Streets of Rage II only get 90% when you said it's the best beat 'em up ever to hit a home console?
2. What is the release date for the Mega-CD? I've heard it will be late march.
3. Are these games coming on the Mega-CD: Street Fighter II, Terminator II the arcade game and WWF wrestling?
B Hampson, Westhoughton

JAZ: 1. It was a misprint — it should have got 94%. Doh! The review would have worked if it was not for those meddling art department kids. 2. Looks like it. 3. Maybe, yes and no.

A SPECIAL FRIEND

Dear Jaz
I own a Megadrive and a Super NES, could you answer these questions please?
1. What is the Street Fighter II: Black Belt Edition all about?
2. Do any of the following feature in Street Fighter III: Blanka, M Bison, Vega, Sagat, Balrog?
3. What do you think is the best beat 'em up on the Megadrive now that Streets of Rage has been taken over by titles like Fatal Fury, Fists of Steel, Streets of Rage II and, of course, Street Fighter II?
Imran Kelly, Somerset

JAZ:1. It's just a faster version of the original arcade board. 2. Might do... mightn't do... 3. At present, Streets of Rage II, but that could change later in the year.

CHALFONTS

Dear Know It All(Mr Rignall)
Please answer my deep and meaningful questions as it would make me happy to talk to someone as mind-bogglingly important as yourself.
1. Do you know what month Robocop versus Terminator will be out on the Megadrive please?
2. I know you don't usually give any tips in this section of your excellent, outstandingly informative and educational magazine but have you got anything for Splatter House II please?
3. Will Ninja Gaiden be released on the Megadrive?
4. Will the Mega-CD game Super Sonic have any chance of coming out on the Megadrive?
Thank you, you're a god.
Arthur Fowler under the table in the Queen Vic with Sharon Stone (NOT!)
PS HARDCORE U KNOW THE SCORE. Get Sorted!

JAZ:1. There's no release date as yet. 2. No. 3. It was slated for release, but nothing has been seen of it as yet. 4. If you mean, will the CD version appear on a cartridge, the answer to that one is no, not unless they hacked out all the CD bits which would then defeat the object of the exercise.



FIST

Dear Jazza
I have recently upgraded from a Master System to a Megadrive for which I already have six games. I have a few questions for you.
1. Will there ever be a Sega fan club?
2. Will I be able to use an Atari 7600 aerial lead for my Megadrive?
3. Will Dynablaster and Drive Out be released for the Megadrive?
4. When is Lemmings being released?
5. Will Strider II come out for the Megadrive?
6. I have heard next year that Sonic III is being released. Is this true?
7. Why are Neo Geos so expensive?
8. Have you heard that Super Sonic song that is in the charts?
9. What is the best platformer for the Megadrive (apart from Robocod, Mickey and Taz)?
10. Will Sega bring out Tails in his own game?
I have enclosed a newspaper cutting that was in the News of the World that says playing video games is bad for you! Whoever wrote this article is obviously talking out of his anus and should be condemned to the nearest mental home. What a dick!
Andrew Ward, Bramley

JAZ:1. Probably not. 2. Yes — but why do you want to since the Megadrive comes with its own one anyway. 3. Dynablaster, hopefully later on this year. Drive Out I've never heard of. 4. It's out now. 5. Yes. 6. Quite feasibly yes. 7. The market economy and pricing policies. 8. Yeah. 9. Hmmmm. Sonic II. 10. I hope so — but nothing is planned as yet.

BUTTER

Dear Jaz
First I would like to congratulate you and the MEAN MACHINES crew on two amazing videos and the magazines to go with them. The vids are a great idea. I have a Megadrive and I hope that you answer these questions for me.
1. On the Mega-CD video why were the screenshots very, very pixilised? This made them very blurry to look at? Is that actually what the screens look like?
2. Is Street Fighter II 16 Megabytes or 16 Megabits?
3. Will the new six button joypad for Street Fighter II cost about £70 like the SNES one does?
4. Why don't Sega produce a cartridge slot adapter for the Megadrive? Sooner or later the contacts are going to get ruined with all that pushing and pulling on the slot.
5. What a gimp Nicholas Garstin is for telling you to cut the amount of ads down in your magazine, doesn't he realise that adverts help keep the cost of a magazine down???
6. Is the rumour true about the Super NES to Megadrive converter? If so when will it come out? How much will it be?
7. Have Sega started putting the little chip in carts to stop people playing USA games on UK machines yet?
8. How can the Mega-CD recognise the machine that you are playing a disc on? I mean you can put a chip in a cart, but not on a CD.
Graham Haw, Tyne and Wear

JAZ:1. Yes, but they look miles better when they're moving. 2. 16 Megabits — a megabit is 256k. 3. Noooo. 4. Eh? Don't be silly. 5. Obviously he doesn't. Doh! 6. See above. 7. Apparently so — we'll keep you posted. 8. It's all about frame rates — it's the same principles behind the fact that you can't use American or Japanese videos on a British VCR.

VASELINE

Dear Jaz
I have a question, could you please answer it? Is European Club Soccer the best soccer game you can get for the Megadrive?I hope you can answer because I'm dying to know.
Craig Daly
JAZ: Read the review of Super Kick Off...



FINGER

Dear Jaz
Some questions for you:
1. Why won't Street Fighter II be coming out on the Master System as it is for the C64 and Spectrum?!
2. Are you sure Street Fighter II on the Megadrive is the Champion Edition? Will the characters be the same size as the Super NES ones?
3. I own a Megadrive and a Super NES. I already have Street Fighter II so will it be worth getting the Megadrive version?
4. When is Landstalker coming out?
5. Will the Game Gear ever come down in price?
Patrick Burke, Portsmouth

JAZ:1. Because Sega don't want to produce it, that's why. 2. Yes. 3. Wait until you see it, then decide. 4. Don't know; don't care. 5. Hopefully later on this year.



▲ ***It's countdown time until the ultimate game comes out on the ultimate gaming system!***

BOG ROLL

Dear Jaz
Please could you answer this question for me as I'm dying to know the answer?!
My friend says that Street Fighter II on the Megadrive will be rubbish when compared to the Super NES version because the Megadrive has less colours, worse graphics and worse sound! What do you think about this and is there any way that Capcom can make it just as good or better than the Super NES version?
Keep up the good work.
Jay Tank, North Harrow

JAZ: Your friend is talking out of his ass — tell him to wait until he sees the Megadrive version before starting any arguments.

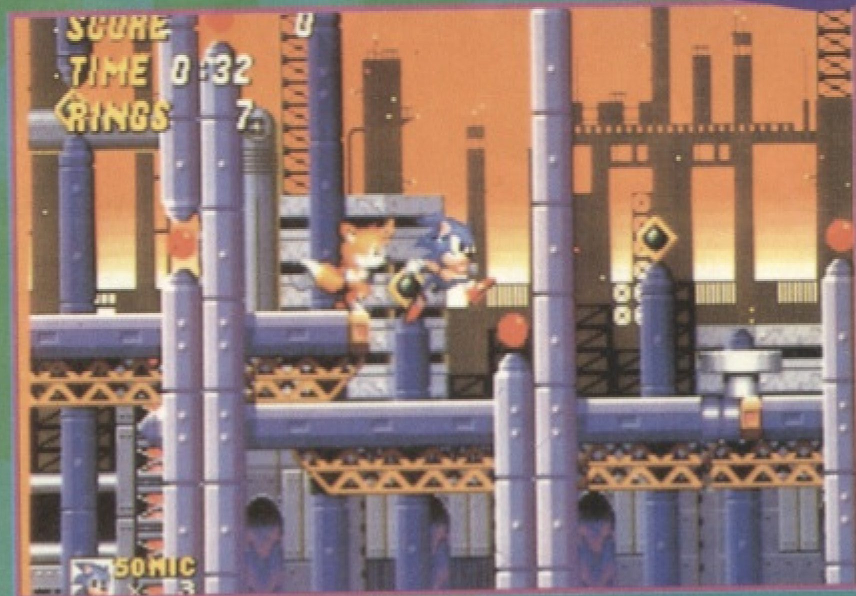

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TIPS

Feast your eyes on this little wad of wonders matey — you won't believe your luck. Remember, my whole raison d'etre is to provide you with the biggest and bestest tips section ever (this is quite contrary to the popular and wholly slanderous opinion that crates of lager are the centre of my being). So dive in and fill your boots. Keep sending in your gems to: **I'VE GOT THE HOTTEST ONE YET AND IT'S BURNING A HOLE IN MY TROUSERS, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.** A stack of software to the sender of the best tips.

SONIC THE HEDGEHOG 2



To craftily pick up all the Chaos Emeralds in the first level and hence complete the game just follow these steps from Jonathan Chan of Dundee, Scotland. Select Options and play with only Tails. Play Level 1.1, pick up 50 rings, visit the special zone and get the Chaos Emerald. If you lose, start the game again (picking Tails from the Option Screen even though it's already highlighted) and have another go until you get one. When the screen shows the points being totted up and you hear the funny noise, press RESET. Press START repeatedly to skip the title screen and then select OPTIONS. Go to the top box and press START. Play the game again with Tails and visit the special zone. you are put into the Second Zone and still retain the first Emerald. Repeat until you have all the Emeralds then complete the game. No problem!



Mark Sullivan of Benfleet, Essex, discovered this cracking way of having two-player mode on one screen. Turn on the machine with two joypads plugged in. With Joypad 2 select Sonic And Tails on the options and press START. Joypad 1 now controls Sonic while Joypad 2 controls Tails. Absolutely brilliant! The only thing is, you have to stay together — if Tails disappears off the screen, leave the pad and wait for him to catch up by helicopter.

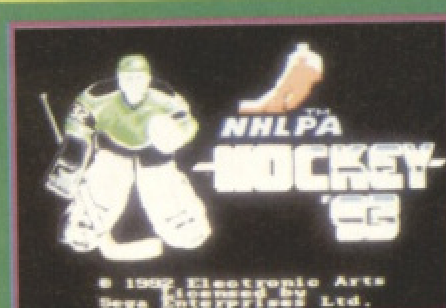
And there's more on this best-selling game in history courtesy of Simon Nolan of Manchester. To gross yourself 95 lives for each player in two-player mode just select a two-player game and go to Emerald Hill. Make Sonic cross the finishing line then keep killing Tails. On Emerald Hill 2, Kill Tails once more for 95 lives. To give Sonic more of the same, repeat this process but let Tails cross the line and kill Sonic. Go onto the bonus stage, clear that then on the next level you choose, kill Sonic for those magical 95 lives.

For a Level Select , do as Kevin Sattin of Kent does. Push UP, DOWN, LEFT, RIGHT, hold down A and push START. Wowee!

UNIVERSAL SOLDIER

To sail willy-nilly through this naff arcade action jaunt, try these juicy codes from Valerie Whearity from Leicester.

VIETNAM 1: CHSGM
VIETNAM 2: MKSNS
VIETNAM 3: SGGBY
DAM 1: JLGPH
DAM 2: JDRSD
DAM 3: PKSND
DESERT 1: CWBPM
DESERT 2: SFTNP
DESERT 3: CMVDG
ENEMY HQ: BYTCM





NHLPA HOCKEY '93

If you're having major problems scoring against the computer, don't wallow in supreme sadness, try out this tip from Richard Linney of Stockport, Cheshire. At the start of the game, plug your controller into Port 2 then you can take the computer's goalie out and he's not replaced.

LOTUS TURBO CHALLENGE

Muchas gracias to lovely boyo Alex Griffiths of Dyfed in welsh Wales for all you ever wanted to know about this brilliant racing game (but never dared to ask).

RACE 2: SLEEPER
RACE 3: HERBERT
RACE 4: BUSINESS
RACE 5: APPLEPIE
RACE 6: STANDISH
RACE 7: MALLOW
RACE 8: TEA CUP





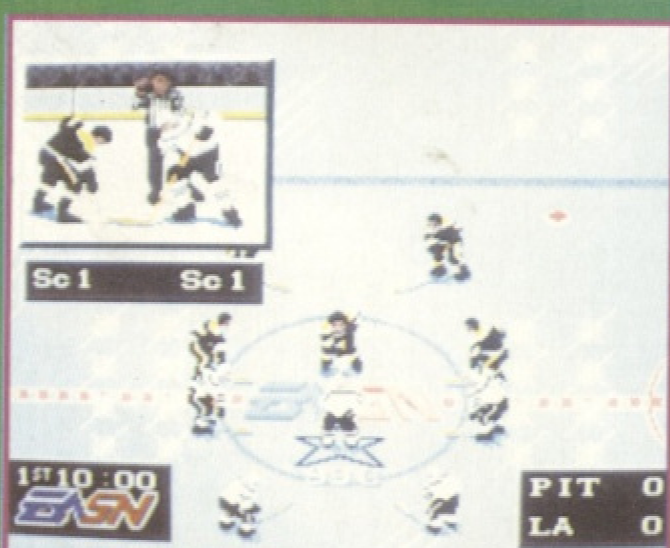
PITFIGHTER

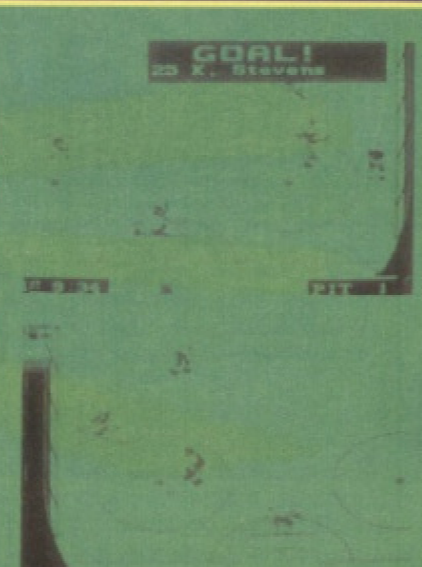
Cheers to Dennis Huddleston of Bradford for the answer to life, the universe and three corking continues on this crucial beat-the-beggars-brains-in beat 'em up.

Simply start in one-player mode and go to Level 2. Pause the game, plug in the second joypad and press START on the second joypad et voila!

DEVIL CRASH

If you want a whopping 73 balls under your belt (and who wouldn't eh?) and 505 705 300 luvverly points to your name, try this code from Craig Ingleton of Calne, Wiltshire:
UUBV99BQRE





ACTION REPLAY CORNER

SONIC THE HEDGEHOG 2

Cheers to K R Gubbins (you cannot be serious!) of Sutton, Surrey, for these exclusive codes to make what's arguably the best Sega game of the year that little bit more playable.

INFINITE LIVES: FFFE1 20003

PERMANANT SPEED TRAINERS: FFF76 0000C

LOSS OF SUPER SPIN: FFB01 C0000

EACH ACT FINISHED IN 24 SECONDS: FFF76 0000C



SONIC THE HEDGEHOG 2

Many thanks to Charles Vernon of south London for this goodly little gem for the hottest gear game of the year. Press Button 1 and 2 when you see Tails running then press START. Keep you finger on START then with the D-pad, rotate to the right, still holding Button 1 and 2. After about 10 seconds you hear a bell sound. Press START for a Level Select. Magnifico!

SHINOBI 2

Holy flashing swords! Here's a sharp bunch of codes form Scott Adcock (so let's hope you get it back eh?) of Birmingham enabling you to whizz through this game like a red hot whizzing thing.

ONE NINJA FOUND: EOB4B
TWO NINJAS FOUND: E0222
THREE NINJAS FOUND: 70636
FOUR NINJAS FOUND: F0474
FIVE NINJAS FOUND: 704f4
FIVE NINJAS + ONE CRYSTAL: 11817
FIVE NINJAS + TWO CRYSTALS: F5958
FIVE NINJAS + THREE CRYSTALS: 7DD54
ALL NINJAS, ALL CRYSTALS AND END-GAME CODE: 1F077



WONDERBOY

Oh I love Swedes. Not only are they generally tall, blond, blue-eyed with sexy accents they also taste extremely scrumptious mashed up with carrots — yummy. And Martin Hewley of Stockholm sounds like a particularly tasty example, judging by this delectable Level Select he's provided for an equally delicious game. Just go to the title screen, hold DOWN and START and away you go.

WORLD O

Thanks a million to Steven Kay and Jason Skeet of Waltham Abbey, Essex, who've shed bucketfuls of blood, sweat and tears to bring us the complete solution to this extremely excellent game. First off, here's how it runs with you in Mickey's shoes.

MICKEY MOUSE

LEVEL 1-1

After practicing your running, jumping, crawling, cape waggling and wasting techniques, gather up your guts and head right until you meet a group of rogues. See them off with your cape then keep right, killing baddies and watching out for leaves that pop out the ground. Crawl under a branch to collect a bonus bag. Reach a log, jump onto the left side until you're catapulted onto another log, grabbing some bonus bags on route. When you reach the top, go left, pick up an energy sweet, go right. Batter more baddies before reaching a log and crawling through for another bonus bag. Go into the door — you fall through to the bottom. Go right and into second door.



LEVEL 1-2

Jump onto flowers and over enemies. Jump into the big plant which spits you onto higher ground. Stand on the plant just before the big slope and jump up four times. Leaves appear to use as platforms. After a couple of expanding plants you feel the need for a big jump. Don't bother — drop down instead. Walk right to some bonus bags and a large gap, use the expanding plants to get across. Walk right into a rocket to trigger it off and splatter all enemies on the screen. Enter the spitting plant.



LEVEL 1-3

Go up and left for a sweet then proceed into the level, sticking to the top paths. Beware some of the spider webs with small circles inside — they collapse when stood on. Eventually, a spider moves across the screen leaving behind a thin web in his trail for you to walk on; this leads you to a log. Step on the left side again to be catapulted up. Another spider trail next, but watch it 'cos this one doubles back on himself. Collect cards and bonuses and go right to the first guardian — The Spider! Stand on the middle ledge on the right for his first three attacks and the middle ledge on the left for the next three. Every time he appears swipe at him with your cape. Once he's dead, the magic carpet spell is released.



LEVEL 2-1

Use your spell right away on this level. Remember the controls for the carpet: press jump to go up and don't press anything to go down. Other than that this level's a doddle.

LEVEL 2-2

When lightning strikes, beware because small fire men appear where the lightning struck. When you're blocked, the rocks tend to move around in your favour so don't panic. When you get to a gap, jump onto the large rock protruding from it before it disappears then on to safe ground. Another set of moving rocks and it's onto...

LEVEL 2-3

Speed's what's needed for this little level. Dodge the boulder at the start then go like the clappers holding down the run button. You should make it to the other end without without getting squashed.

LEVEL 2-4

Negotiating the falling blocks is the key here. Stand on one too long and it disappears and disintegrates. To stop this catastrophe, keep jumping up and down. Stay on the middle blocks so at the bottom you can land on the stationary block which takes you to the next level.



LEVEL 2-5

At the start, jump onto the cloud with a face on it which takes you past a lot of small fiddly platforms. Fall off the edge of the cloud onto a smaller cloud but don't hang about on these 'cos they soon disintegrate. When you see some clouds above which you can't reach, go forward then backwards to the platforms. Now you're on the top level, play the cloud piano. When you step on a key, a note appears which sometimes turns up bonuses and sometimes a bomb which blasts in your face. there are two pianos and the exit is on the right of the second piano. The second guardian who emerges from the spinning wheel in the centre jumps left and right and spits fireballs at you. Jump the balls whilst swinging your cape to register a hit. When he's hit he turns to stone. Do this to all six then it's on to level three with your new water bubble spell.



OF ILLUSION

LEVEL 3-1

Use the new spell in the same way as the magic carpet. These levels are like mazes so follow these guidelines carefully. Head down, right and along the passage while watching out for spikes balls. At the end of the passage, head up, then left, then down and through the right wall to obtain the energy sweet. Go back out then up and right, again avoiding spikes until you reach a bubble pile. Walk up to the pile and you're blocked. Face the opposite direction, a clam scuttles over and blocks the pile allowing you to reach the bonus bag inside. Go back out and up but ignore the second bubble pile for the moment. Instead, go up, then left, follow the passage through and go down through the rock for an extra life. Retrace your steps to the bubble pile and use the same method again to block it. Now go through the gap, right, down, all the way to the bottom until you're blocked by a wall. Go up and right to the exit.



LEVEL 3-2/3-3

These levels are very short. for the first, swim to the bottom right corner and for the second, simply crawl under the wall and walk to the right.

LEVEL 3-4

Kill the leaping starfish and keep going. Run fast, otherwise rocks from the ceiling fall on your bonce. After three sets of falling rocks you see some water spouts. Step on these to be lifted up. Keep going right and you come to a very different passage consisting of clams and whelks. Clams only kill when they are open so jump over the whelks and onto the clams when they're shut. When you reach two water spouts, jump onto the second and then into the passage in the left wall just below the passage you come from. Crawl under the wall for an energy sweet and invincibility. Go back right and over the spouts then take the bottom right passage. Again this is a whelk and clam passage — use the same tactics then exit the level (you're now in a bubble).

LEVEL 3-5

Another small level. Just take the bottom right exit into the sunken ship.

LEVEL 3-6

Keep running right and jumping as the floor is weak and collapses under your weight. It crumbles at regular intervals so it helps to remember the pattern. Climb the stairs and dodge the tridents that fall from the ceiling. Go down the stairs and left for an energy sweet then go back right. Swordfish poke out from the floor as your run along. all the fish can be outrun except the last which has to be jumped. Climb more stairs then crawl under the wall. Keep going right as fast as possible as the shaft fills with water. Jump out at the end of the shaft and down more stairs. Go right, avoiding more swordfish, crawl under the post and go right to get to the end of level guardian. The shark swims about with only his dorsal fin showing then he steams you with jaws-a-blazing. You can hit him two or three times while he steams you. Then again he swims around with his fin showing. He disappears then jumps into the air. Dodge him and smack him one when he's way down. repeat this process until you destroy his sole. He leaves you the box to change spell.



LEVEL 4-1

You arrive in the library via a fish bowl. Fall off the right ledge and go left for two cards. Go back right, over the book and use the stapler for a spring. Go up, up, right for an extra life above two drawing pins. Go left and jump on the lid of the jar. A white spray shoots out allowing you to reach the books on the left. Once there, go up then right for an energy sweet then go back to the stapler and left into the jar for a bonus level. Once out go up, left to the curtain box where you use magic. When out of the box, go left, get some cards, back right, use moving ruler as platform and jump over the box. Use your magic when you reach another curtain box and walk in. Emerge, run down the slope and jump into the cookie jar at the far left.



LEVEL 4-2

Search for bonus bags and items. If you come across a cork in a bottle, jump onto the cork for a bonus level. While in the sky collect bonuses and dodge yellow spiky balls then fall back to cookie level. You can only exit by falling through jelly. Take on the fourth guardian, who shoot lightning at you, by jumping and swiping your cape. When her crystal ball flashes pink, fireballs come out. Once defeated, claim the card control spell then jump back into the cookie jar for an extra life. Jump over the door to get a couple of cards and an energy sweet. Go in the door.



LEVEL 5-1

Kill all the shooting cards you can and use magic on the others. These make bridges to reach higher platforms and get you over gaps. Some mushrooms hold bonuses, use others as platforms. Jump onto the Bell Tree and use the magic card to make ledges to climb. Use magic again to make a moving platform across the divide. Collect bonuses. Walk right and use magic for more platforms. When you reach the 'PRESS ME' section, jump on one of the six dice which sink. here's what they do:

1: Back to the Bell Tree
2: Nothing
3: Back to the mushroom patch
4: Bonus LEVEL
5: Opens gate
6: Nothing



LEVEL 5-2

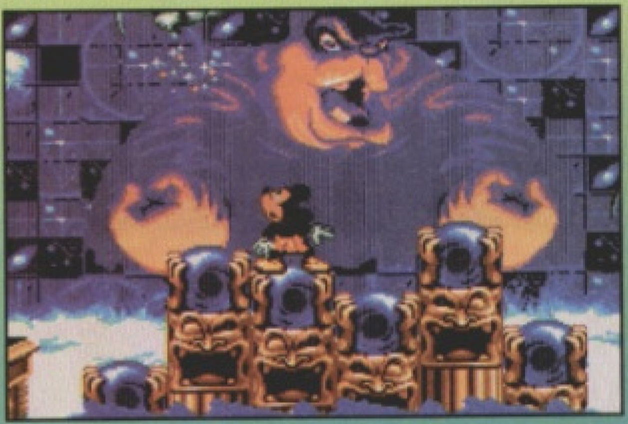
Open the gate, walk through the mirror then run, jump the holes, kill thebaddies and avoid everything except bonus bags watch for the falling chandeliers. Pretty basic stuff, really!

LEVEL 5-3

Jump the holes made by the indestructible woman. Climb the stairs, collect the energy sweet. Keep walking right into the wall to find a secret passage containing life cake. Go back out, left, tread on the switch to light up the glass baddies and identify baddies. Go left, kill creatures, go up the stairs at the end. Get across the spikes, jump into the carts. Climb the stairs and jump into the box which takes you to a chandelier that slowly falls. Keep pressing right whilst holding down the run button.

LEVEL 5-4

This level is one long corridor. Keep going right, killing baddies but make sure you crawl under passages to get bonus bags. End boss time approaches. To waste him, jump on the poles that move and jump and swipe your cape at his head. The poles have to be a certain height otherwise you can't reach his head. When this happens, retreat to the left corner where you're safe. Repeat the process for the victory. Now sit back and watch the excellent end sequence.



DONALD

Some of the levels as Donald are vastly different so here's a run down of the easiest route to victory as the lovable duck (all levels which are completed the same way as Mickey will just be listed as 'same').

LEVEL 1-1

The same as micky

LEVEL 1-2

This level starts the same but the spitting plant gobs you to a different level.

LEVEL 1-3

Leap across treetops collecting bonuses. Fall down left at the start to land a bonus bag. Walk right to trigger off a rocket. When you reach a small ledge, wave your cape at the moving leaf to make it grow for a higher platform. Keep an eye out for these throughout the level 'cos the higher you go, the bigger the bonuses.

LEVEL 1-4

The same as Mickey. The Guardian is also the same.

LEVEL 2-1

The same as Mickey.

LEVEL 2-2

Ride a leaf over small stretches of water. The numbers refer to the screen you're on. Some have two passages while some have one on-screen. Here's what the numbers hold in store:

1: Nothing. When you come out the bottom, jump straight over the two the two rocks to land on the leaf.
2: Nothing
3: Leap over two rocks then duck under three large rocks at the bottom.
4: Again duck under three massive rocks.
5: Jump and collect the bags but make sure you land back on the leaf.
6: Jump over the flames.
7: Duck through the white things and jump two rocks on the top passage and on the bottom jump over two more rocks.
8: Duck under six flames.
9: Jump off the leaf and onto the platforms but don't stop as they crumble under your feet. Jump up and onto another leaf and again jump over the platforms making sure you get a bonus bag.
10: Duck the first flames and jump the second. Let yourself go and you arrive at the cloud level.

LEVEL 2-3

The same as Mickey. The boss is also the same.

LEVEL 3-1

The same as Mickey.

LEVEL 3-2

The same as Mickey

LEVEL 3-3

Donald's too big to fit under the gap so go out and up to be taken to another level.

LEVEL 3-4

Jump across dinghies and onto palm trees. As you jump from dinghy to dinghy, watch out for leaping fish. Some dinghies deflate under your weight if you stay too long. When you stand on one dinghy, you're lifted by a water spout, jump from there onto another tree for invincibility.

LEVEL 3-5

The same as Mickey's level.

LEVEL 3-6

The same as Mickey's level. The boss is also the same.

LEVEL 4-1

Emerge via a fish bowl. Drop down and go left for two bonus bags. Use the stapler to spring up. Up again, then right. Ignore the energy sweet above the drawing pins, step on the jar and walk across the spray. Fall in the left jar for a bonus level. Emerge and go right, then down and right. Pick up the hat in the right corner then go up using the pins in the board. Go left and fall into the jar for another bonus level. When out, walk left into the curtain box. Walk left when you emerge then go through the open door inside the book.



LEVEL 4-2

Watch out for rolling rocks, dogs and birds. when you see a house, there should be a brown thing on the floor outside(!). Wave your cape at it and walk right. A bonus bag falls and smoke comes out the chimney. This trick applies to any house with the switch outside. Climb the bookstairs, step on the brown block through the castle turrets to open the drawbridge. Once inside, flash your cape at the bushes and fountain.



LEVEL 4-3

You're back in the library. Use the stapler to go up, get the two cards and go up again. Go into the curtain box, go down the slopes and into the cookie jar.



LEVEL 4-4

Same (Cookie level). The Guardian is again the same. After you re-emerge from the cookie level, jump back into the jar for a 1-UP and jump over the door for two cards and an energy sweet. Go into the door.



LEVEL 5-1

Same except for the 'PRESS ME' section. Here are the differences in where you emerge:

1: Just after the Bell Tree
2: Opens the gate (but only after you've been to the bonus level)
3: Back to the mushroom patch
4: Bonus LEVEL
5: Nothing
6: More nothing



LEVEL 5-2

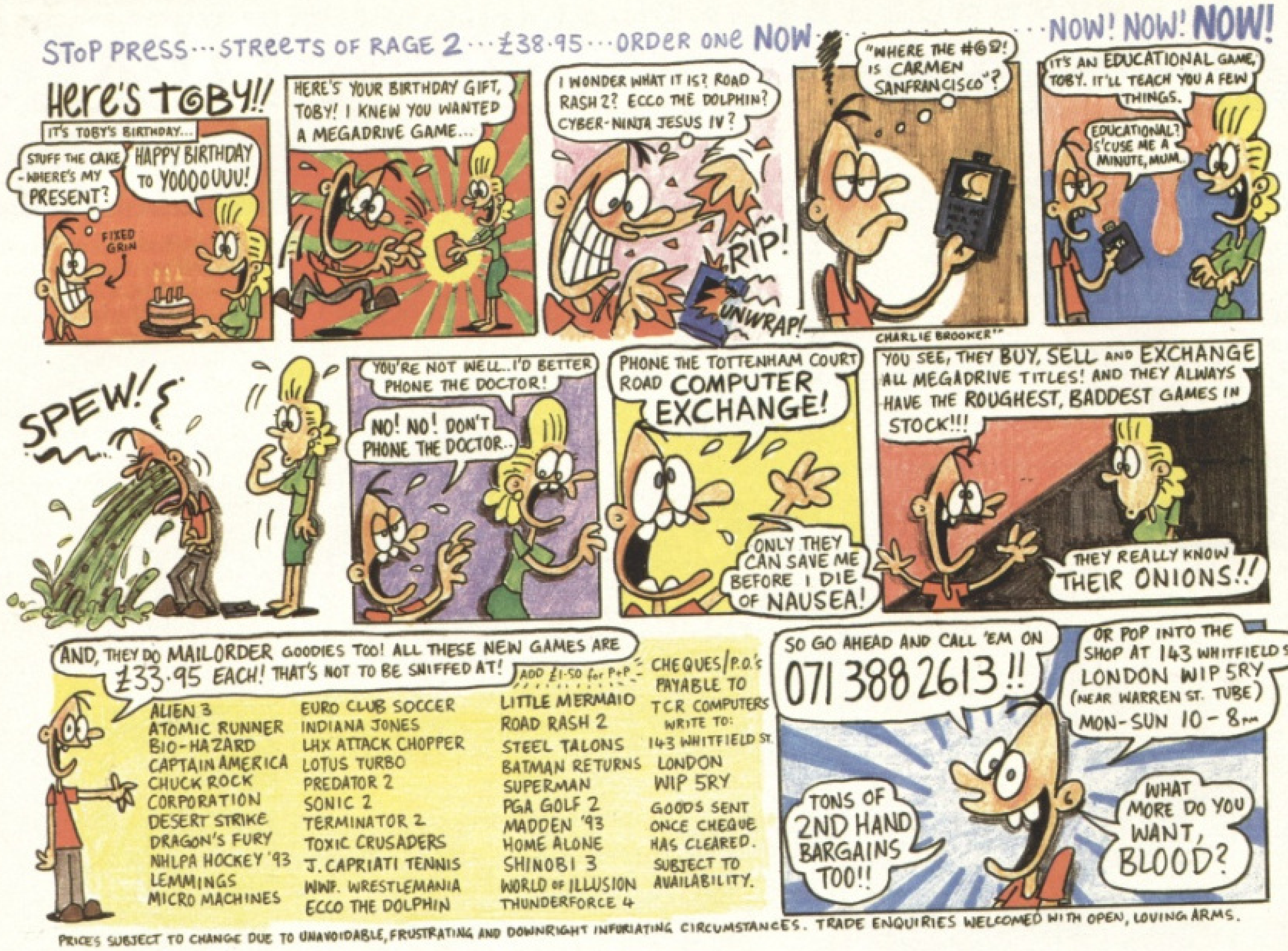
Ignore the first step and go up the second set then cape the woodpecker. He drills a hole in the ground, fall in it. walk right in the new world and go up. cape the man on the spring and stand on the spring. When you emerge, go left and cape the woodpecker. Again, fall into the hole. Go up the steps in front of you and go right and cape the springy bloke. Go onto his spring (you should now be in the green level). Go up, left to the woodpecker. Fall down the hole and walk right into the door.



LEVEL 5-3

Same level, same end boss then a slightly different end sequence.







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RAMPAGE

For a continue, press Button 1 and 2 together. For a second continue press UP, LEFT on the D-pad and Button 1. If you can't finish it now you must be a complete plank as Dave Shannon Liverpool so tastefully pointed out.

CHAMPIONS OF EUROPE

If you really want to be a totally underhand cheat (but nevertheless a winner) check out this crafty tip from Craig Davis of Renfrewshire, Scotland. Apparently, every time you score an own goal it will score a normal goal – whoopee!

CHOPLIFTER

Press UP, DOWN, LEFT, RIGHT and Button 1 on the title screen for a Level Select. A fine tip there from Martin Kleman of Stockholm.

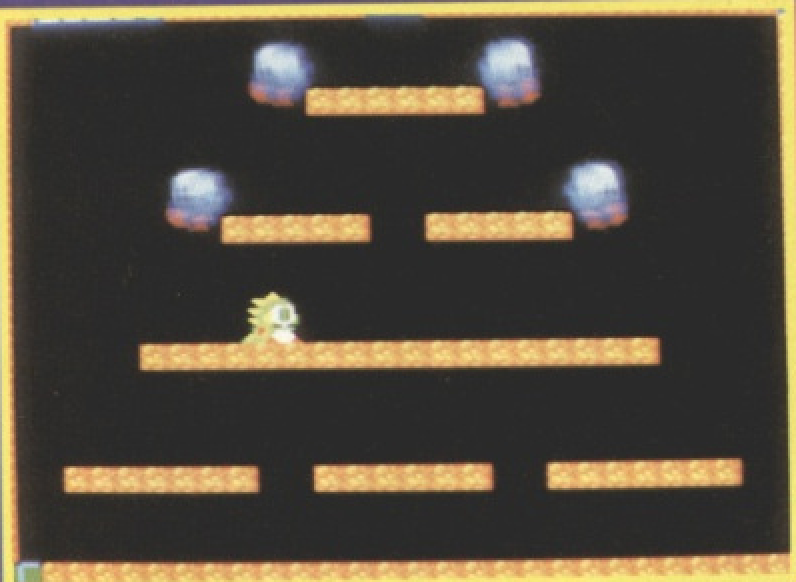
QUARTET

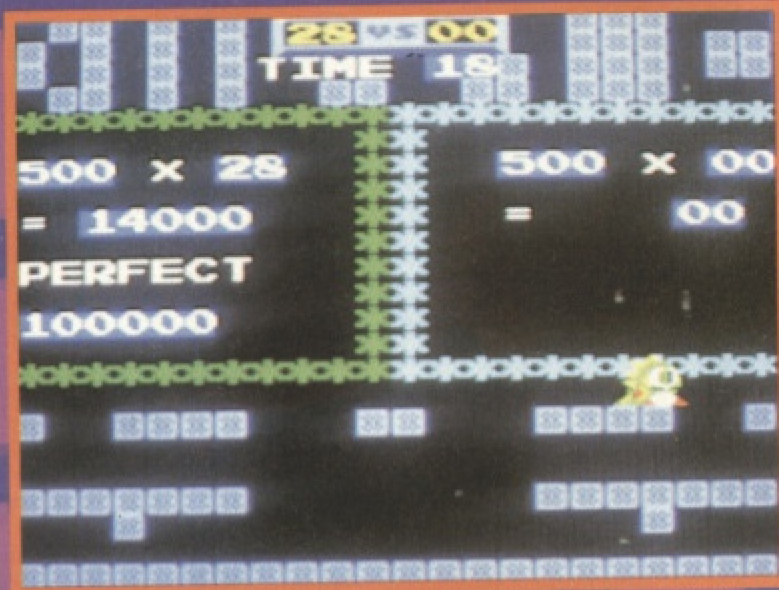
Press PAUSE 14 times on the title screen for bigger bullets. Sounds good eh? Well, you have the man Martin Kleman of Stockholm to thank for that.

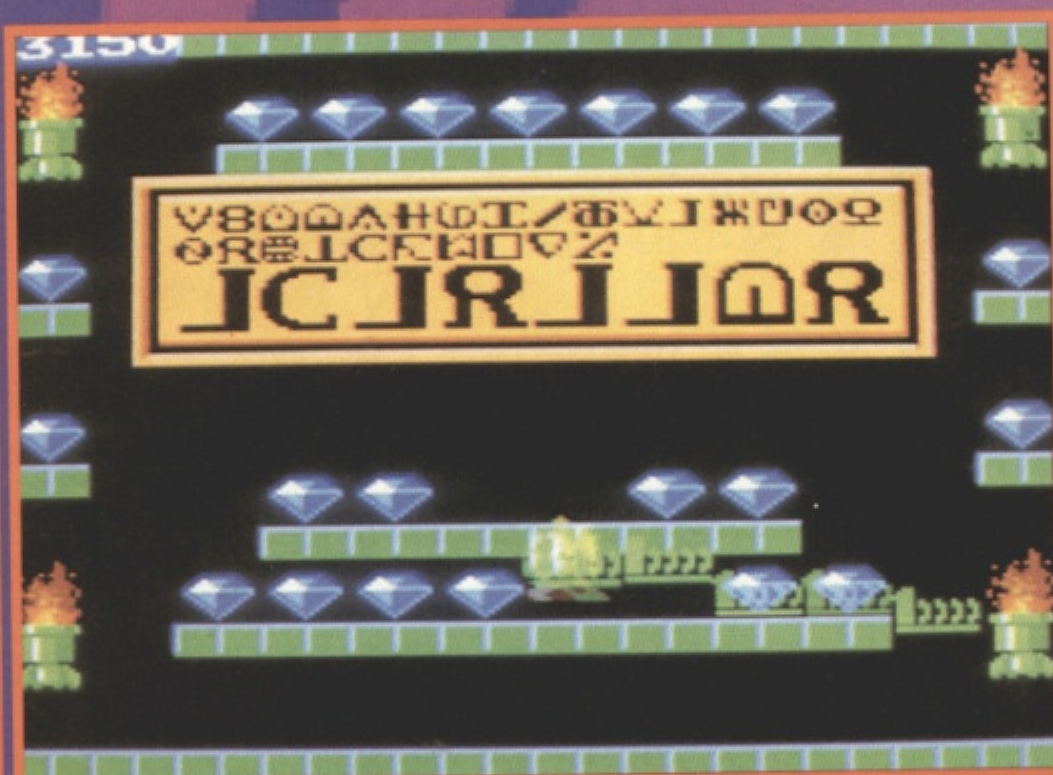
GOLVELLIUS

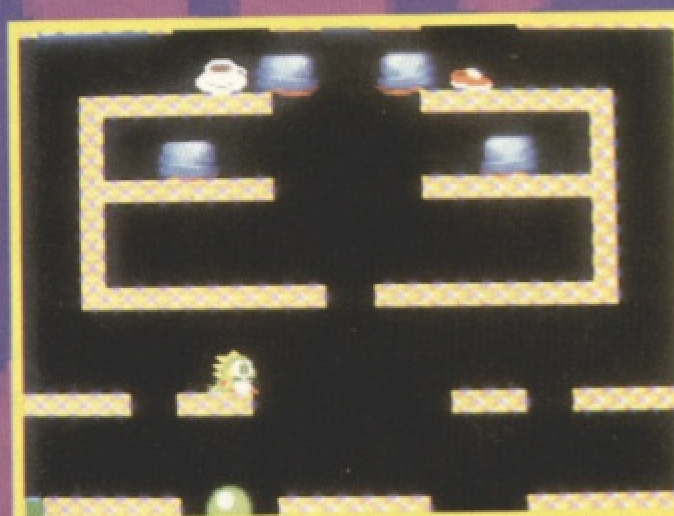
To gain those much-coveted seven crystals all in one go just tap in the following code:

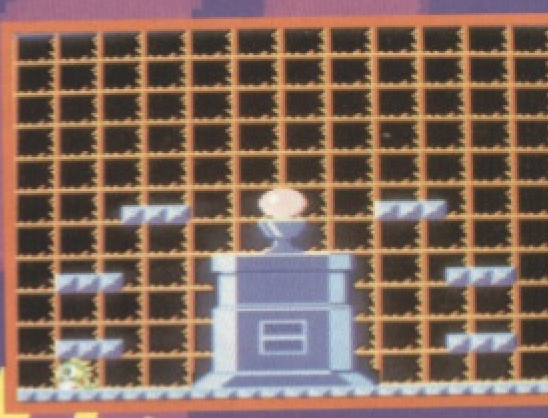
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BUBBLE BOBBLE

Here are two handy codes for this brilliant platform game:

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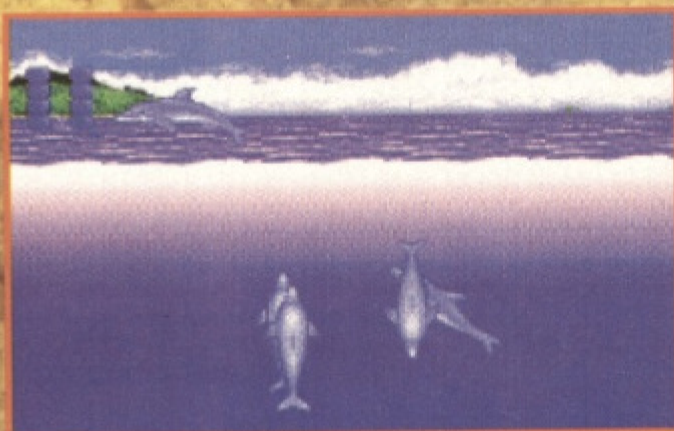
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The very minute the consignment of Ecco the Dolphin cartridges arrived from the States, Rich joined the queue to get his hands on the per-haps the best Megadrive game ever produced. Here, after hours and hours of exhaustive play is his guide to get you through the first ten levels - up to the mysterious Big Blue Whale.



LEVEL 1 - DOLPHIN CENTRAL

In this bay, you're able to practise all of your uncanny dolphin skills. Singing to each of the dolphins yields some pretty useless information - all of which is in the manual. Just dive down deep and shoot skywards to finish the level.



PASSWORD: NONE

LEVEL 2 - STORM AFTERMATH

The storm has whisked all of Ecco's marine pals away - now he has to find them. Swim right and leap over the island. Dive deep and go left past the air-cave, then down to a cave containing the first glyph and a helpful killer whale. Absorb the glyph song and return to the surface. Swim to the far right and follow the cliff down. Sing to the glyph and leave the level.



PASSWORD: NONE



▲ *Get your bearings, then find the exit.*



LEVEL 3 - UNDERCAVES

Absorb the glyph power and use it to clear your path. Shoot through the spiked shells and swim up to find the glowing shell. This destroys the rocks to the down-right. Nudge the shell towards the rocks. You will have seen a passage to the right of the shell. Go down it, get some air and absorb the glyph power before returning to the blasted rocks. Sing at the glyph and swim right. Swim up very slowly past the octopus and swim left to find the glyph. A glyph is directly below the octopus. Sing at it and move on. Swim left, find the glyph, swim right and sing at the blocking glyph. Easy.

PASSWORD: TVNAINCY

CO the dolphin

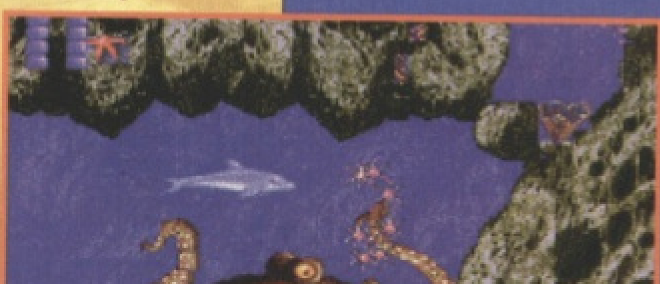
LEVEL 4 - THE VENTS

There are three dolphins to locate at the depths of the ocean. One is at the far-left, one in the centre and one at the far-right. If the currents stop you from travelling down, nudge a rock into the channel. Follow behind the rock in its slipstream. If you want to complete the level quickly, go to the far right and travel down. A key glyph is near the bottom, to the left with the exit being one of the tunnels to the right.

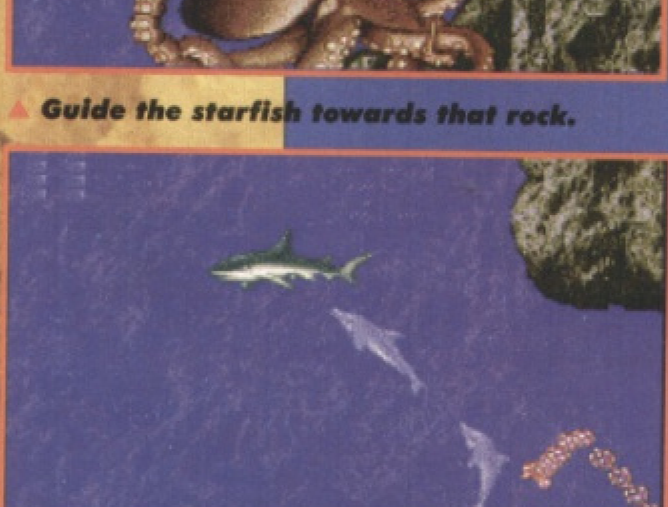


PASSWORD: IEMTSQBA

LEVEL 5 - THE LAGOON



Guide the starfish towards that rock.



Swim straight down, collect the dolphin, return to the surface and swim right to get rid of your pal. Travel to the far-left and then swim down and knock the rock-eating shell down. Follow it down and enter the cave. Collect the key glyph song and get the dolphin to follow you. Now, use your song to prod the rock-eating starfish down and left. Take the starfish back to the entrance to the cave and use them to eat through the rock. Travel back to your starting position. Go down and right and you should find an octopus. Scout around and you should find some more starfish. Prod them to the right of the octopus. From there on, finding the last dolphin and completing the level is pretty simple. Watch out for the crabs though!

PASSWORD: JIQPACCA



Slipstream behind the rocks to progress.



The starfish can kill the enemy fish.



Push the red shell into the wall of rock.

LEVEL 6 - RIDGE WATER

Go right and use the rock to slipstream yourself down. From here on, it's a one-way system. This level is very tough, calling on all of the skills you've practised on the earlier levels. Be sure you're quick - air is a precious commodity. Make sure you remember where the last air cave was. Follow this advice and you should complete this level on your first few attempts.



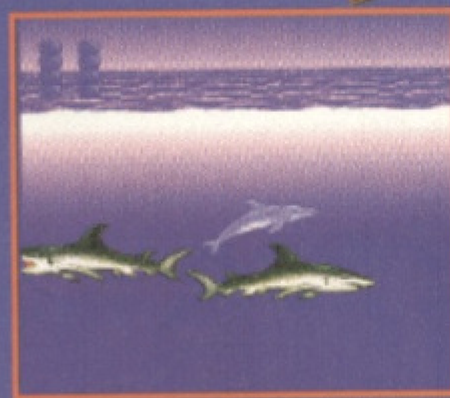
PASSWORD: ENJZZKGO



Beware the rampaging ice spider below!

LEVEL 7 - OPEN OCEAN

This is quite a tough level as well. The best advice I can give is to stick to the very bottom of the ocean, because there aren't that many sharks there. Keep on swimming right, pumping those B and C buttons and you should destroy half of the sharks you hit. You only need come up for air once or twice before you reach the end of the level. Swim up to the surface and you should progress to the next stage.



PASSWORD: IEMTSQBA

LEVEL 8 - ICE ZONE

This is actually a very short level if you know what you're doing. First of all, practise jumping out of the water and onto the ice. You'll find you can slide along and jump with the C button! This comes in handy on the later levels. Jump out onto the ice, travelling left. Jump over four holes and go down the fifth, follow the tunnels down and to the left. You'll find the key glyph. Absorb the power and go to the far right. Follow the rock around and you'll find the exit. Sing at it, follow the tunnel down and go right.



PASSWORD: GULWFDFU



LEVEL 9 - HARD WATER

This is quite easy to describe, but not to follow. Blocking your path are moving blocks of ice that crush poor Ecco unles your lightning reflexes (?) can save him. First of all, jump out of the water and slide left along the ice. Go right and down and you should come to the glyph. The cave here is circular, but always take the right route because it is safer. Return the same way. Now slide all the way to the far right of the level and swim down, following the ice around to the large cave with the masses of ice floating around. At the top of the cave you'll find the glyph. Use your sonar song if you're having problems locating it. Now just sing and swim up and you're out of there!

PASSWORD: XJIAYREH



The exit... very tricky!



Getting here takes some effort.



LEVEL 10 - COLD WATER

Swim down, left and then up to the surface. Now slide left and you'll find the glyph above the surface of the water along with some fish if you're low on energy. Slide on the ice to the right, jumping over the spikes. Dive down the first hole you find and follow the wall around. You should locate the glyph at sing at with no problem. Swim down and left to locate another key glyph. Absorb it, but keep swimming left and you should find the Big Blue whale. Have a chat with him for a while then swim right and up as far as possible to find another glyph. Sing at that and it yields. You should now have no problem finding your way to the next level.

PASSWORD: XVSWXREY

CAPTAIN AMERICA and The AVENGERS



1 PLAYER

PRICE	IMPORT
BY	DATA EAST
RELEASE	OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:3/5/7
SKILL LEVELS: 3
REPONSIVESS: REASONABLE
GAME DIFFICULTY:EASY

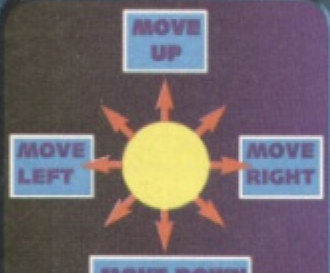
1ST DAY SCORE

369757

ORIGIN

Captain America and company are all cult super heroes of Marvel Comics fame.

HOW TO CONTROL



A Makes your character jump

B Fires your weapon when pressed with A Button or throws punches on its own.

C Attacks enemies and picks up and chucks objects or foes.

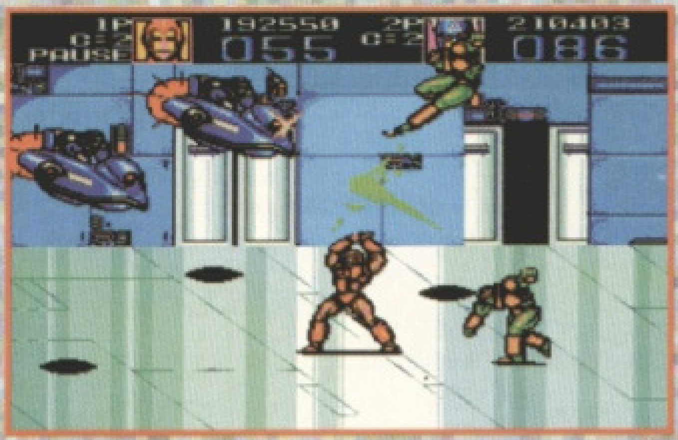
S Starts and pauses the game.

HOW TO PLAY

Guide one of four super heroes through five levels of nastiness to wipe out the evil Red Skull and save the world.

It's official — never trust a redhead. Apart from the fact that they tend to look like lobsters in the summer and rather unpleasant ghosts in the winter, they definitely smell of baked beans all year round and have vicious tempers to boot.

And Villain Extraordinaire, Red Skull is no exception. In fact, since he can't even disguise his auburn topping with a nice dye, the effect is magnified a thousand-fold. To wreak his revenge on the sweet-smelling blonds and brunettes of the world, Red Skull's got himself a device to control the minds of America and presumably burn off their flowing locks. It's up to Captain America and his mucho macho crew — Hawkeye, Vision and Iron Man — to lay on the superhuman strength, save the world and come up smelling of roses (but not red ones).



▲ *Ironman's repulsor beams lay into the flying armoured pursuits of the Red Skull.*



◄ *Hawkeye's arrows sure hit their mark!*

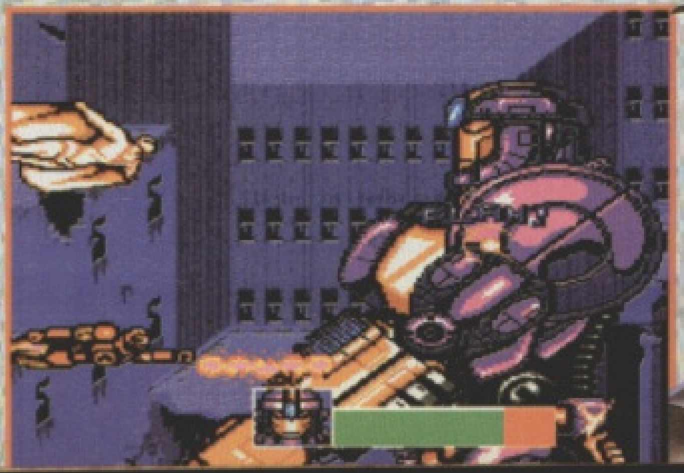


P -P-P-PICK UP A POWER-UP

These sacred items are fairly few and far between but almost worth waiting for. Some are presented to you by the likes of Quicksilver — such as the Large Life Disc which boosts your life bar by 20 percent. Others like the Small Life Disc give you ten percent more energy. The Wasp also pops up and protects you for a limited period. Namor the Submariner also turns up occasionally to give you directions or a helping hand in your quest and the super cool Wonder-Man even lends you his motor when the going gets tough.



▼ *Ironman and the Vision team up to destroy the evil that is the Sentinel.*



BROTHERS IN ARMS

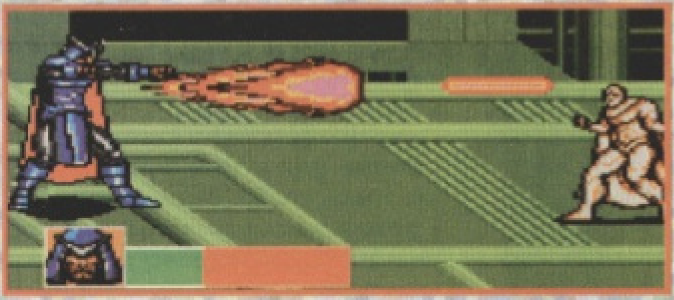
There are four swishy super-heroes to choose from — the ol' Cap'n himself, the mighty Iron Man — a seriously weighty opponent, the sharp-shooting Hawkeye and Vision. Each has his own strengths and weaknesses along with their own armaments and special weapons.

CAPTAIN AMERICA The big bossman of the Avengers, the Captain used to be a freelance artist named Steve Rogers before getting a yen to become the living symbol of liberty, justice and the American way (Route '66 presumably). He was part of the 'Super Soldier Project' which kitted him out with an unbreakable shield and scored a big ya boo sucks against the Nazis.

IRON MAN After stuffing his face for too many years, it came as no surprise when the heart of Tony Stark, President of Stark Industries and inventor extraordinaire turned up its toes. Fortunately, before he completely snuffed it, he managed to make himself a metal heart to keep him ticking over. He became so attached to this that he designed himself a swanky suit to match. He can now shoot repulsor beams from his hands and weigh a massive 425 pounds without being called a fat git.

HAWKEYE The superhero with a never-ending supply of arrows, where he keeps them we dare not ask. Hawkeye, former adventurer, ace shot, possessor of super-human sight and dexterity and major MASH fan, used to be called Clint but it's not something he likes to be reminded of.

VISION The android with the mostest, Vision, a keen biologist and engineer, is empowered by light gathered by the gem in his forehead which converts at will to a super go-fast solar beam weapon. He is perhaps, the only machine on Earth that's actually married.



▲ *Vision's so hard, he doesn't mind being fried by Mandarin's deadly Kill-Beams.*

SHOOT THE BEAT

This weird hybrid of a game is a shoot 'em up and beat 'em up combined. In some sections you can decide which way you want to play it — punching hell out of the enemy, picking up barrels, spanners or rocks to chuck at them or shooting your character's particular weaponry at them. In others you go under water, or take to the skies where it's shooting time only. Then in training mode you can practise your skills against each other. Jump, punch, shoot, escape or defend — the choice is yours.



▲ *Vision redefines the term "menage a trois".*

COMMENT



LUCY

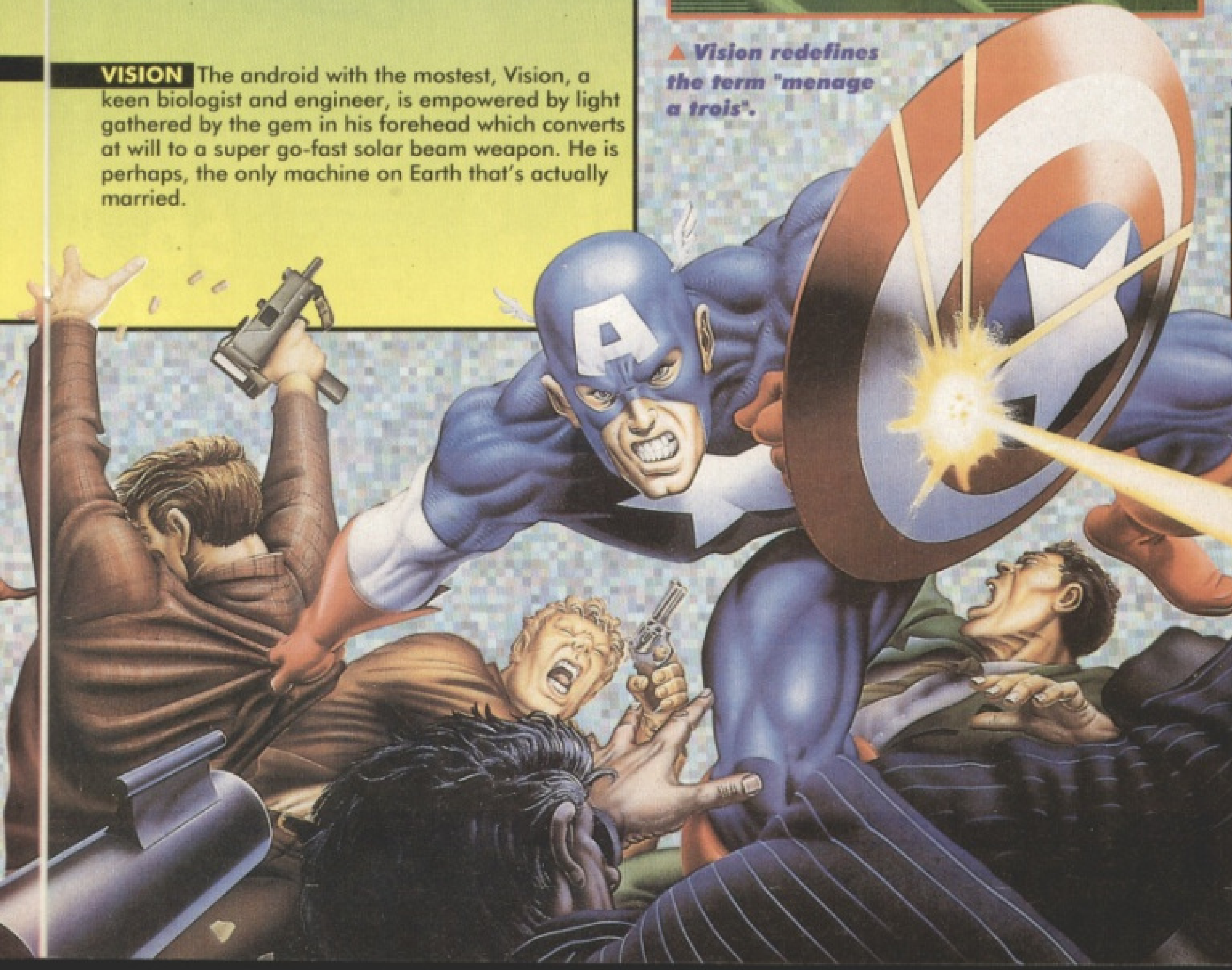
Predominantly cacky graphics, severe sprite flicker, tinny sounds, and an unoriginal concept should add up to a pile of poo but in a pappy sort of way, it's a really fun game. In the main part, there aren't really enough levels to keep you amused more than a day at the very very most — and that would have to be on Hard setting with only three continues — but at least the training mode, where you can wipe the floor with a mate, gives a little more lastability. All in all, a good laff but totally light weight and not really worth the dosh.

THANKS TO...

A big "ta!" to Computer Games of London for supplying us with our copy of Captain America and the Avengers. Their telephone number is 081 998-6555.

▼ *Cap improvises with his weaponry.*





REVIEW

FEE FI FOES

Naturally, the five stages ain't going to be a doddle, you're going to have to face some decidedly unpleasant personages along the way. each have their own special way of causing you severe pain and agony and all score you points when you blast them out of the water (or the sky or whatever). The likes of Whirlwind with his vicious tornado attack picks you up 15,000 points if defeated, the Grim Reaper with his whirling tool scores you a tasty 25,000 smackers, Ultron with his eyebeam, spinning tackle and red hot pillar of fire picks you up 40,000 if wasted while scary monster Mecha Red Skull with his punches, machine gun shots, tornado attacks, chest beams and swinging magnet balls is a snip at 70,000.points.



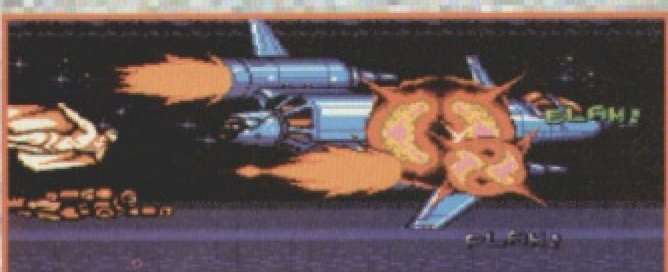
▲ This strange-looking fellow is pathetic compared to the might of Cap and Hawkeye.

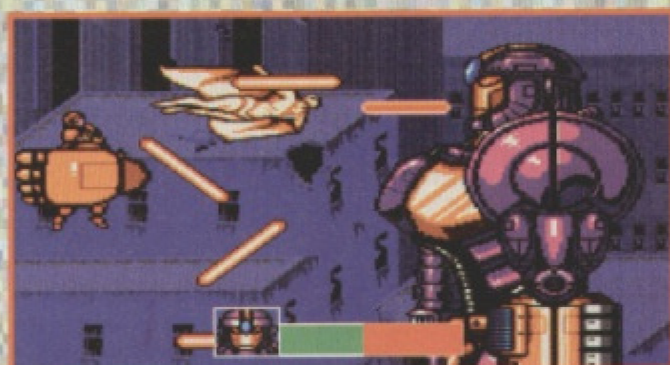


Enemies charge around as Ironman poses. ▲



▲ Red Skull details his evil plan. The cad.





▲ The grabbing hands grab all they can.



▲ A strange construction faces up to Ironman.

COMMENT



RICH

As the whole world probably knows by now, I do like a good Marvel Comic. So, as you can probably imagine, I was looking forward to this. Well, as a conversion, this scores rather highly. It plays just like the Data East coin-op, with all of the moves contained in the arcade machine making an appearance. As Lucy said, the game looks like a pile of cack, but it plays rather well. The problem with the game is that it's way too easy, and whilst it's a good laugh, you'll complete it rather quickly and after that, the game holds no more interest. For Avengers fans this is worth a whirl. Other people should avoid this like the plague and check out Streets of Rage II instead. It's only a fiver more and it's infinitely better.

LONG TERM REPORT

HOUR	■■■■□
DAY	■■■□□
WEEK	■■■□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN

STRATEGY	■■□□□
ACTION	■■■■□
CHALLENGE	■■■□□
REFLEXES	■■■■□

PRESENTATION 65

▲A nice range of options, not a bad title screen and lots of cartoony excerpts throughout the stages.

GRAPHICS 52

▲There's some really large enemy sprites…
▼…but the while thing flickers horribly at times and the backgrounds are just utterly basic.

SOUND 69

▲Lots of digitised speech and reasonable tunes.
▼But the speech is revoltingly tinny and the effects are naff.

PLAYABILITY 76

▲Easy to control and really good fun to play with some goodly enemies to waste
▼Originality doesn't even enter the equation.

LASTABILITY 66

▲Amazingly addictive initially and the training mode stretches interest even further.
▼It's rather too easy and once completed there's nothing to bring you back.

OVERALL 67

Initially very good fun but it looks awful and the thrill soon wears off — not a highly recommended experience. For the ultimate beat 'em up of this type, check out the incredible Streets of Rage II.

He's fast. He's furious.
He's played every game.
Now he's on a mission,
so you can do the same.
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REVIEW



1 PLAYERS

PRICE £32.99

BY SEGA

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OPTIONS

CONTROL: JOY PAD
CONTINUES:INFINITE
SKILL LEVELS: 1
REPONSIVESS: GOOD
GAME DIFFICULTY: MEDIUM

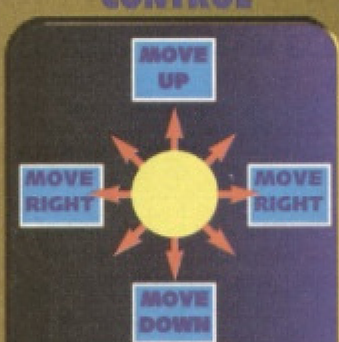
1ST DAY SCORE

209700

ORIGIN

Batman Returns is a digital translation of one of the biggest blockbuster movies of last year..

HOW TO CONTROL



1 THROWS THE BATARANG AND PUNCHES AT CLOSE RANGE.

2 JUMP, FIRE THE GRAPPLING HOOK AND HOLD TO GLIDE.

HOW TO PLAY

Guide Batman through five levels whilst disposing of his enemies — beat the bosses to progress further.

BATMAN RETURNS



Bruce Wayne, he of the macabre fancy dress tendencies and practised lack of humour, has witnessed many crimes in his gloomy life — most of which he wishes he hadn't, yet nothing that a well controlled psychosis can't handle. As Batman, Bruce is the villain's nemesis — a fly-by-night, swooping spanner in the works for all would-be master criminals. The most recent mayhem makers are Catwoman, lashing out with whip, lip and hip beside her fellow conspirator, the Penguin — he of the foul language and the deadly assortment of umbrellas. He relies on the dreaded Clown Gang to carry out all of the dirty work for him!

Of course it's up to Bruce, as Batman, to put a stop to anything that the terrible two are planning (currently the framing of an innocent Batman for murder) as he battles against the Penguin's Red Triangle Circus Gang in his fight for justice. Who's got the job of exercising control



CAPERY JAPERY

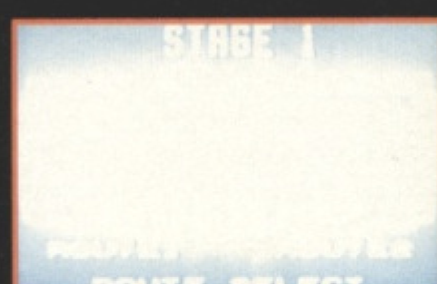
There is more than one way to cross the occasional gaping chasm of doom. If there is no place to attach the grappling hook and thereby swing across, Batman may chance an extended leap with the aid of his cape. Keeping your finger on the jump button after leaping causes Batman to open his cape and glide a few pixels more to safety.

COMMENT



RICH

After the disappointment of the Megadrive version, I'm pleased to report that the Game Gear translation of Batman Returns is surprisingly good. Unlike the Megadrive game, this is fast and extremely playable. The graphics are excellent, capturing the atmosphere of the decent movie extremely well. But like Paul I do have my doubts about the lastability of the game. There just aren't enough levels to make the game last long enough. However, I do admire the choice of routes idea — it's a lot less artificial than adjusting a difficulty level on an option screen and also enables you to switch difficulties after each level, so if there's a level you can complete with ease, you can challenge yourself with the second route. As it is, Batman Returns is a decent enough cart that novice players will probably glean the most enjoyment out of, but experienced gamers should steer clear..

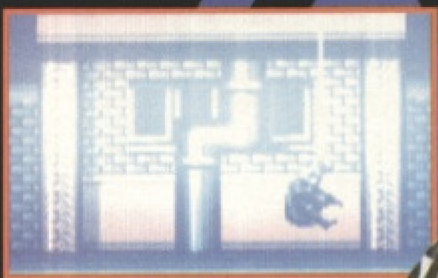


BAT TO HIS ROUTES

Batman has a choice of routes to take on his way to the final confrontation with the Penguin. Route one is always slightly easier and presents Batman with slightly less platform problems and enemy interference. Hardened crime fighters are advised to take the second route for a greater challenge.

BY HOOK AND BYE CROOK

You may marvel at the web-slinging antics of Spider-Man and gasp at the billy club-related tomfoolery Daredevil but Batman swings with the best of them too! There are many occasions throughout his mission where a grappling hook proves itself useful. Sometimes it is a ledge too far out of reach that the grapple makes short work of, or even a perilous hole in the ground that is easily swung over. The grappling hook is also very painful should anyone find themselves on the wrong end of it — use it to dispose of foes that your other weapons can't reach.



▲ *Batman hates heights!*



BAT BOOST



o further assist our hero in his ordeal a few bats are found in specific locations, happily flapping their wings waiting to deliver a helpful item to their master. To show his gratitude Batman chucks a Batarang at them. Shock! These are the rewards of such malice:

● **RIP:** Just for reference, this is a picture of just one of the doomed animals.
● **EXTRA SPECIAL:** This icon provides Batman with an extra special attack.
● **HEART:** A whole-hearted icon that replaces four energy points.
● **HALF HEART:** Two energy points are for the taking, should you collect this icon.





▲ *My, what a big drainpipe!*

BATTERY

Batman has a selection of small artillery to choose from along with a rather more formidable special weapon that he employs in tight situations:

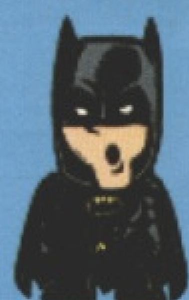
● **LONG RANGE BATARANG:** The least powerful of Batman's inventory, but the most efficient at knocking the Circus Gang flying from a distance.
● **MEDIUM RANGE BATARANG:** Batman's run-of-the-mill weapon. Not the most powerful, but by no means the least useful. His safest bet.
● **CLOSE RANGE BATARANG:** A heavy duty weapon that causes the most damage. Unfortunately Batman is required to get in close to his enemy as the range of this Batarang is very short indeed.
● **SPECIAL:** When the going gets tough, Batman calls upon his marvellous transportation for extra assistance. For the first three levels the Batmobile rumbles in, dropping high explosive mines. The last two levels, taking place in the sewers, sees the Batski bringing torpedo doom into the proceedings, making refuse of the Circus Gang.





▲ *The powerful Batarang is chosen!*

COMMENT



PAUL

All in all this is very impressive. The presentation of this cart is very tasteful, all the graphics are very neat and certainly more pleasing than their Megadrive counterparts. In fact the portable rendition of the Batman Returns theme plays far better too. Batman himself is expertly animated and looks stylish in every situation, responding to instructions from the joypad perfectly. Having the choice of two routes in each level is a bit of a bonus considering that this effectively gives the player two games in one, the second route being considerably more challenging than the first. The boss characters are imaginative in their attack patterns — Catwoman is far more entertaining here when compared to her Megadrive routine. Though I doubt that the cart will pose much of a challenge to experienced gamesplayers there is still plenty packed in here to sustain interest. The big problem is that it is all over so quickly despite the alternative routes available. Batman Returns is definitely a cart to consider adding to your collection.

PRESENTATION 87

▲ An extended intro and 'expensive' looking title screen make for high class presentation. The route selection screens are similarly well rendered.

GRAPHICS 93

▲ Very good and, in places, outstanding. The huge ogre boss on level three is especially excellent. The choice of colour, definition and animation are all of the highest standard.

SOUND 86

▲ Atmospheric music and crisp sound effects back up the action well.
▼ Occasionally there are some dreadful, rather out-of-place type noises — that sound more at home on an 8-bit computer.

PLAYABILITY 89

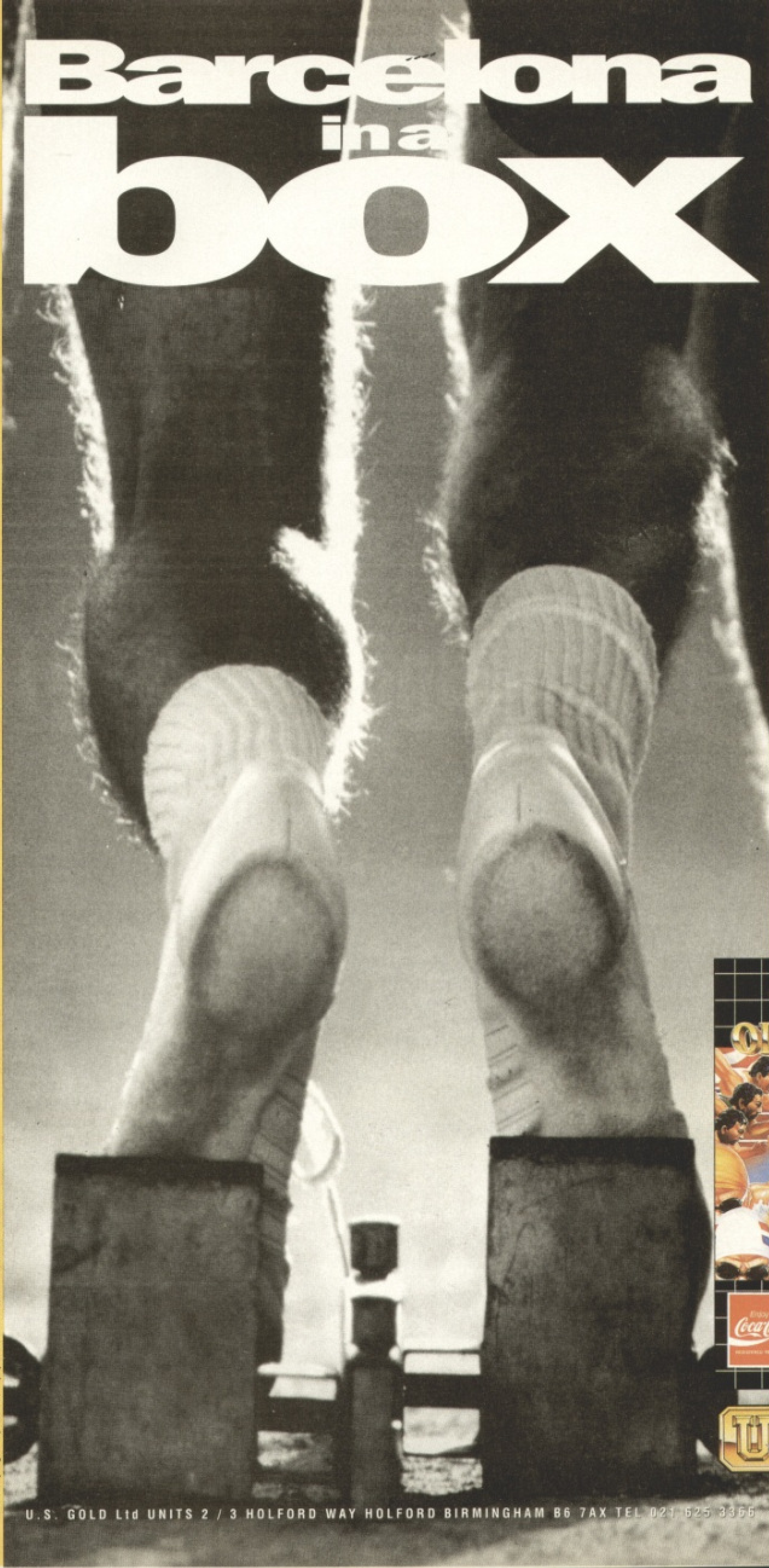
▲ The control of the main sprite is very smooth and accurate.
▼ The gameplay could've done with having a lot more variety.

LASTABILITY 72

▲ Given the choice of two routes means that the game offers twice the fun right to the end.
▼ Five short levels and easy bosses at the start of the game don't leave much hope in the way of longevity.

OVERALL 79

A solid effort by all accounts. However it is too short lived; expert players should find themselves completing the game rather quickly. A definite buy for novice players.



REPRESENT...

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ENDURE...

seven gruelling tests of speed, endurance and concentration.

BATTLE...

against the best in the world to clinch GOLD!

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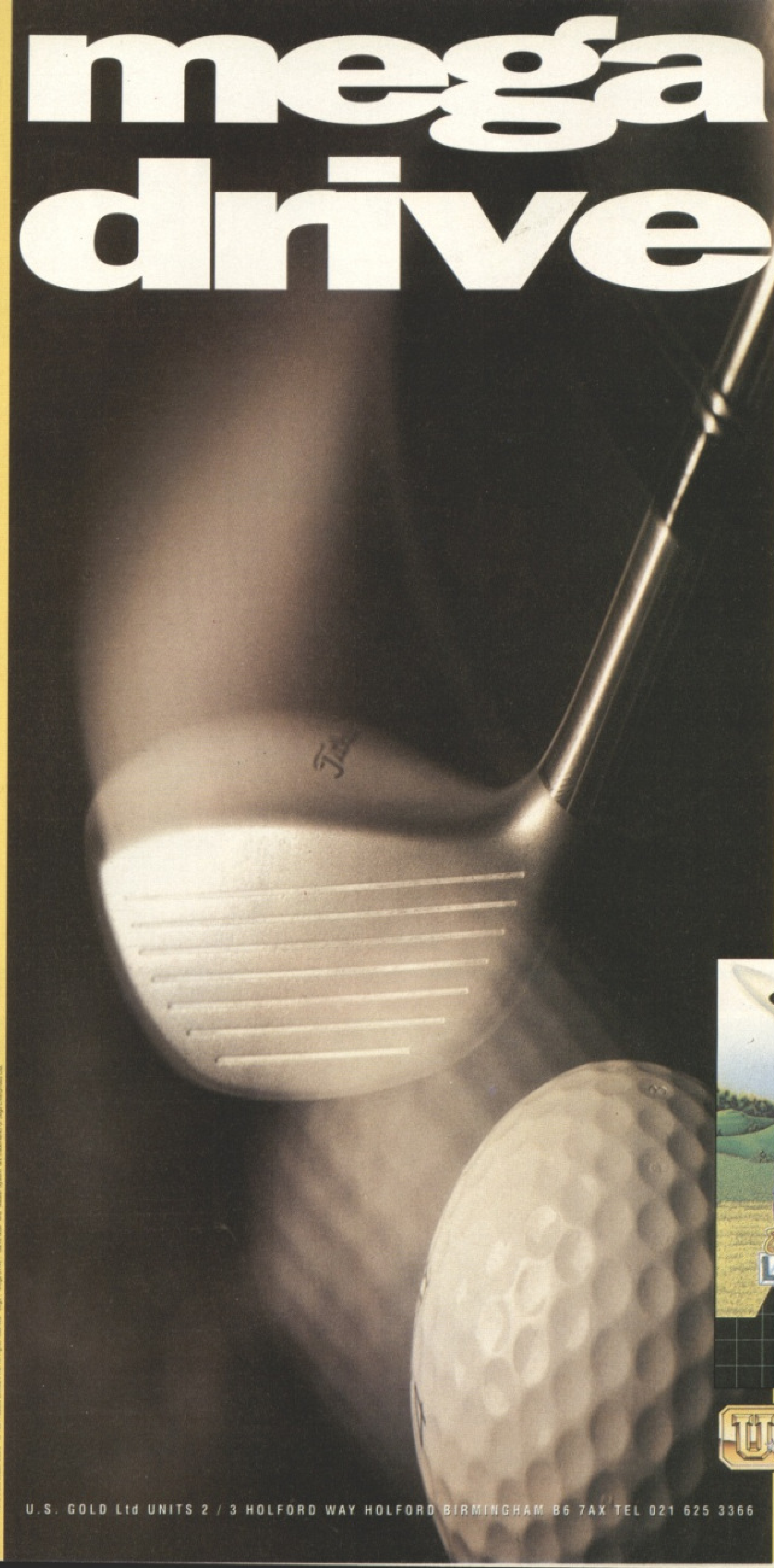
GO FOR IT!

OLYMPIC GOLD

Also available on: Master System and Game Gear.

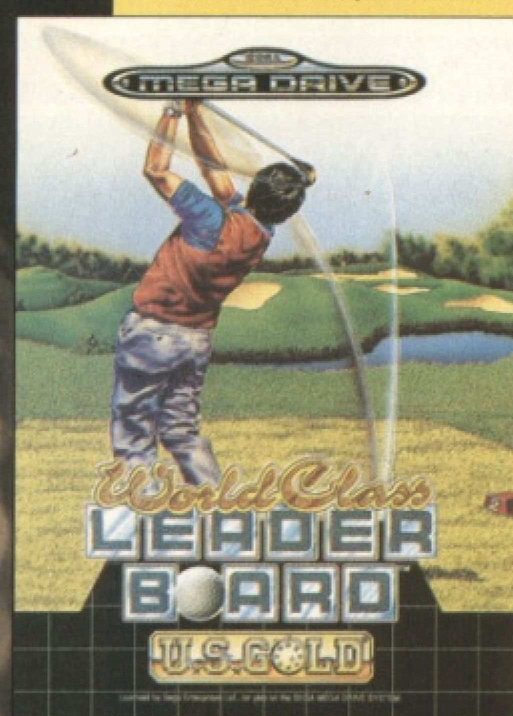


U.S. GOLD



Tee off on the greatest golf game of your life on the Mega Drive tour. Tackle the toughest courses in the world and guide your shots past the most authentic hazards ever set before you. It takes skill, coordination, courage and the odd bit of luck to reach the top in this game. Whether playing a four ball or by yourself, you know you're playing the most realistic golf game ever. World Class Leader Board - don't handicap yourself with other golf games.

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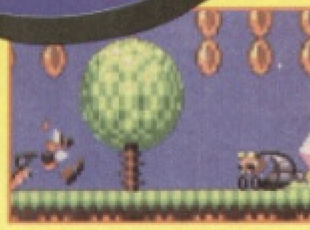


U.S.GOLD

TOP 10 CH

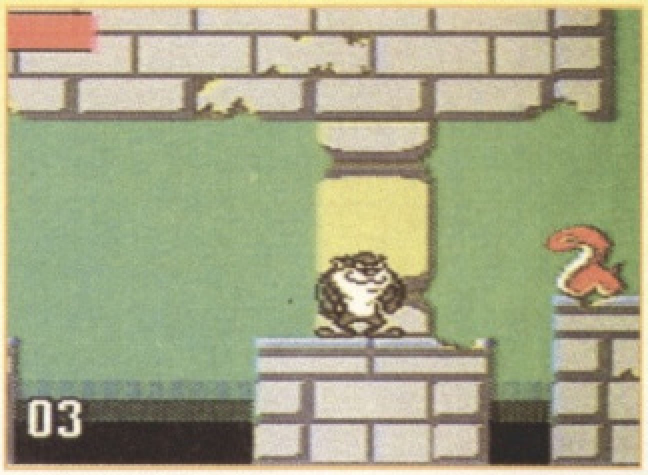
GAME GEAR

1 SONIC THE HEDGEHOG II
2 BATMAN RETURNS
3 SHINOBI II
4 INDIANA JONES AND THE LAST CRUSADE
5 GEORGE FOREMAN BOXING
6 TAZ-MANIA
7 PRINCE OF PERSIA
8 DONALD DUCK
9 SONIC THE HEDGEHOG
10 OLYMPIC GOLD





Sonic II remains at the top of the Game Gear (and just about everything else) chart. Batman Returns arrives at the coveted number two spot, closely followed by the fab Shinobi II. Exciting eh?

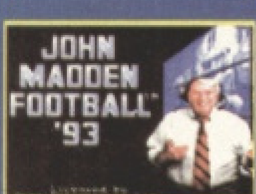


MEGADRIVE

1 SONIC THE HEDGEHOG II
2 WORLD OF ILLUSION
3 ROAD RASH II
4 LOTUS TURBO CHALLENGE
5 INDIANA JONES AND THE LAST CRUSADE
6 BATMAN RETURNS
7 TAZ-MANIA
8 NHLPA HOCKEY '93
9 JOHN MADDEN FOOTBALL '93
10 THUNDERFORCE IV







Well, what a surprise. Sonic II remains at the top of the charts, but there are a massive EIGHT new entries! Road Rash II, Lotus, Madden '93 and NHLPA represent Electronic Arts magnificently. Otherwise Sega provide the goods in the form of World of Illusion, Thunderforce IV and Batman Returns. Hurrah!

ARTS

Here they are — the charts! So, you like looking at lists of games do you eh? Well, you've come to the right place. Examine the following lists to discover for yourself which games have been "shifting the most units" as distribution people like to say.

MEAN MACHINES GAME GEAR CHART

1 SHINOBI II
2 SUPER KICK OFF
3 DONALD DUCK
4 PRINCE OF PERSIA
5 WORLD CUP LEADERBOARD
6 SONIC THE HEDGEHOG
7 SHINOBI
8 CHUCK ROCK
9 SUPER SPACE INVADERS
10 WIMBLEDON TENNIS

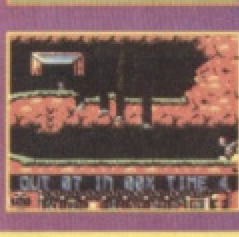
Well, here it is: the complete list of topper Game Gear titles that the MEAN MACHINES lads reckon should end up in your Game Gear collection. Take a look at this lot and be sure to have them ALL in your collection! Next month, the ultimate in Megadrive games shall be revealed. Ooh!

MASTER SYSTEM

1 SONIC THE HEDGEHOG II
2 LEMMINGS
3 THE SIMPSONS
4 PRINCE OF PERSIA
5 TAZ-MANIA
6 ARCADE SMASH HITS
7 SUPER KICK OFF
8 OLYMPIC GOLD
9 WIMBLEDON TENNIS
10 TRIVIAL PURSUIT







Once more, we're stunned by the lack of movement re Sonic II. It remains at the top, but Lemmings is close behind — and could topple the mighty hedgehog by next month. Taz-Mania arrives in the charts, but where are the rest of the new entries we so desperately want to see?



1 PLAYER

PRICE	£39.99
BY	TRADEWEST
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OPTIONS

CONTROL: JOY PAD
CONTINUES:2
SKILL LEVELS: 1
REPONSIVESS: EXCELLENT
GAME DIFFICULTY:MEDIUM

1ST DAY SCORE

70,000

ORIGIN

This is an almost perfect conversion of an old Nintendo NES game called RC Pro-Am!

HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

A Accelerate

B Use horn/special weapon.

C Use horn/special weapon.

S Pauses and starts the game.

HOW TO PLAY

Race around the isometric scrolling play area, collecting power-ups, weapons and bonuses. Finish the race in the first three to continue.

CHAMPIONSHIP PRO-AM

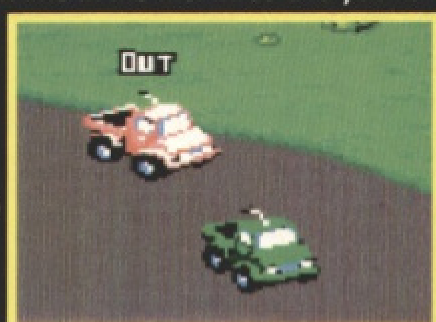
So, you fancy the idea of high-speed racing, but shy away from the prospect of explosive crashes and horrific bodily damage? Well, why not take part in the RC Pro-Am — a race that involves no risk whatsoever because the cars are actually radio-controlled (and on a TV screen as well)?

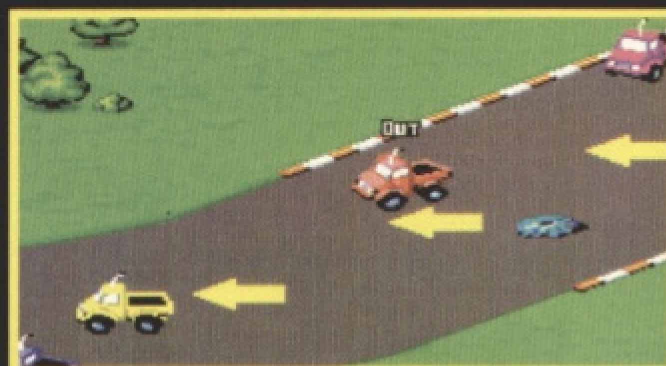
Championship Pro-Am is a Megadrive conversion of the ancient (but still 'kin ace) Nintendo game, featuring all the radio-controlled, high speed tomfoolery you could ever hope for.

The basic idea of the game is remarkably simple. Just take control of your tiny speedster and battle it out with five computer players on the Pro-Am circuits of Doom! Collect power-ups and bonus letters to improve your vehicle and race to reach the chequered flag before any of your computer-controlled racing enemies!

Reach the finish line in the first three and you're able to race on the next level of the Championship Pro-Am. Fail and it's game over and you'll have to do it all over again. So there.







TAKE A LETTER MISTER JONES

During each race a bonus letter awaits collection. When you've collected the set, you're awarded a massive bonus along with a jazzed-up motor! There are three different vehicles in the game - a speedy 4x4, a souped-up station wagon and a hyper-fast sports model!



▲ *Flat tires all round! Oh no!*



▲ *By all the gods of spawn...*

▼*Nigel Mansell tactics ahoy!*



DUKES OF HAZARD

There are plenty of hazards on the Pro-Am circuit destined to make your life more than a little difficult. Here's the lowdown.



OIL PATCHES: These are perhaps worse than the pop-up walls! They skid you off the road, turning your vehicle into a horrible fireball (unless you've collected a roll cage!).

REVIEW

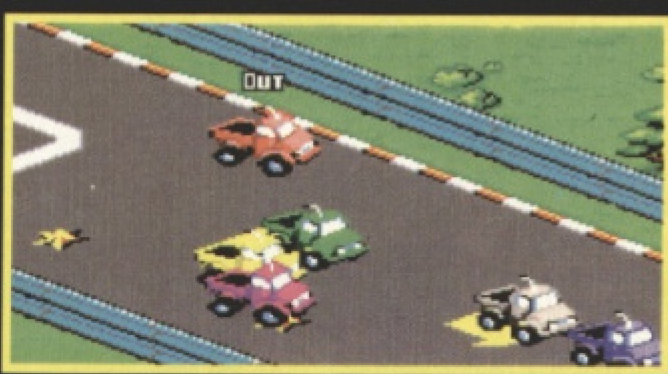






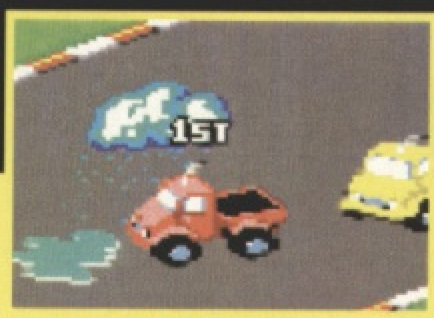
A RARE COMMODITY

Championship Pro-Am is the first Megadrive game from Rare — a company responsible for some of the best games available for the Nintendo NES. This company used to be known in this country as Ultimate Play the Game, who came up with amazing games like Knight Lore, Underwurlde, Sabre Wulf and Lunar Jetman! Let's hope that Championship Pro-Am isn't their last Megadrive title.





POP-UP WALLS: Deadly. Steam into one of these at speed and your vehicle explodes! Ouch.



STORM CLOUD: This has the same effect as the puddle, but moves around a bit to confuse you.



PUDDLE: The most common hazard, this puddle of water just slows you down a tad.

COMMENT



RICH

I'm glad to see a brilliant bunch of programmers like Rare producing fine wares for the Megadrive — and I'm equally glad to see a conversion of RC Pro-Am for the 16-bit machine. The gameplay here is super-addictive, even though the graphics and sound seem a bit simplistic. I was glued to the Megadrive for hours trying to get my hands on the sports car — and when I did it there were still 12 more levels to conquer! However, the problem with this game is that the fun is quite short-lived. The levels aren't really much different and after a week or so, you do get bored with the game. Also take away the isometric perspective and you have a simplistic version of Codemasters' amazing Micro Machines. Although Championship Pro-Am is a good laugh, I'd recommend waiting for the release of Micro Machines, which also has a two-player mode — something sorely missing from this game.

REVIEW





▲ *Come back! Come back! Grrr, why I oughta!*

▼ *Challenge the master eh? I think not.*



POWER-UP TOMFOOLERY

The power-ups that scatter the track boost particular aspects of your vehicle's performance once collected. Tyres improve the grip of your speed machine whilst turbo accelerators soup-up your motor's acceleration. New engines can also be collected to improve the top speed of your vehicle.



COMMENT



JAZ

Although this is a novel twist to the racing format, Championship Pro-Am doesn't provide enough thrills and spills to cut the mustard. The responsive controls feel good and allow swift manoeuvring and the nicely detailed graphics give this a really solid 3D look, but where Pro-Am falls down is in its lasting appeal. It's quite challenging, but there aren't enough courses and the basic racing format changes little from level to level, resulting in fairly swift boredom. Another downer is the lack of two-player mode — a split screen head-to-head option would have made it a runaway winner, especially with the weaponry, but unfortunately blatting a computer car simply hasn't the appeal of knocking a human opponent off the road. Micro Machines is a similar type of game and offers far more entertainment and satisfaction, and there are plenty of traditional racers like Road Rash II, Super Monaco and Lotus which are far worthier purchases than this.

PINK TORPEDOES

There are two different weapons you can strap onto your motor, which come in handy for blowing up any computer-controlled vehicle that dares overtake you.

MISSILES:

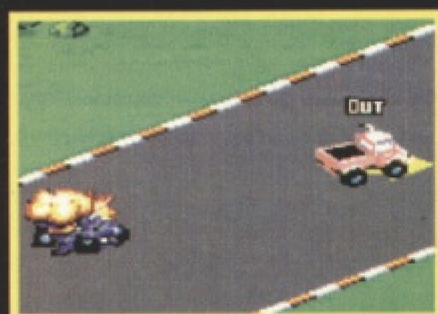


So... an enemy vehicle has just sped ahead of you, eh? Well, just let loose with one of these babies and they're history — if you can aim properly, that is.

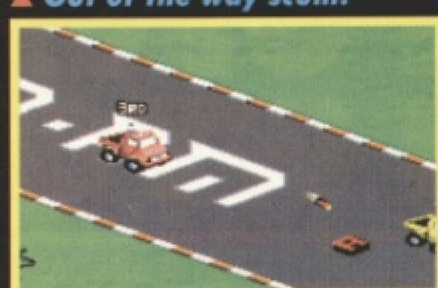
BOMBS:



When you get to the front of the race, your top priority should be staying there. This is where the bombs come in handy. Just drop one behind you in the path of an enemy vehicle and snigger to yourself as they explode in a ball of flames. Ha!

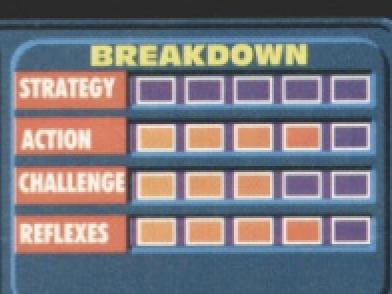


▲ *Out of the way scum!*









PRESENTATION 49

▲The game itself is polished extremely well, but the problem is...

▼There are no options to tweak at all. Doh!

GRAPHICS 63

▲Well, the scrolling's smooth and the graphics do their job, but...

▼Unfortunately, the whole game has a very 8-bit look to it.

SOUND 63

▲Some of the sound effects that accompany the action really capture the atmosphere.

▼It's a shame that the music is dull. Surely some more racey tunes would be more appropriate here?

PLAYABILITY 88

▲ Championship Pro-Am is extremely easy to get into, with the inertia on the vehicles making for a super-playable game!

LASTABILITY 73

▲ There are loads of levels to conquer but they all look the same with only the hazards being any different.

OVERALL 72

A brilliant conversion of Nintendo RC Pro-Am, but we're sure there could have been a lot more variety in both the graphics and the gameplay. Micro Machines is the better racing game — go for that instead



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1-2 PLAYERS

PRICE £39.99

BY KOEI

RELEASE IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES:BATTERY BACK UP
SKILL LEVELS: 4
REPONSIVESS: GOOD
GAME DIFFICULTY:EASY

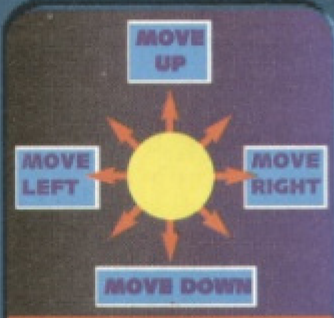
1ST DAY SCORE

WIN 20 SECTORS

ORIGIN

Gemfire is an original strategy game, from Koei's 'Imagination Series' which attempt to be partly historical.

HOW TO CONTROL



A PRESS FOR ADVICE

B PRESS TO CANCEL COMMAND

C PRESS TO SELECT COMMANDS

S OPEN LOAD/SAVE MENU

HOW TO PLAY

The aim of the game is to conquer all 28 regions within Ishmeria, by assembling armies, growing crops and fighting battles in each one.



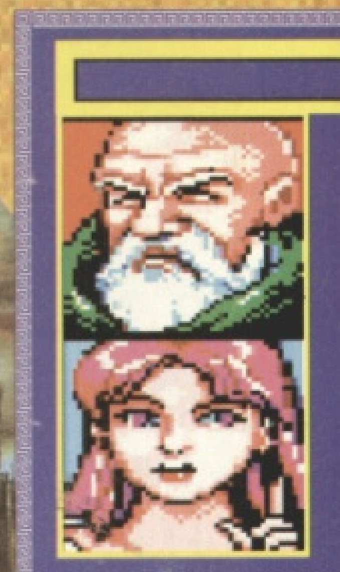
GEMFIRE™



The land of Ishmeria was an all right place to be in ancient times. Okay, so the coastline was a bit flat, the people were the most boring sort of peasantry, and it did get a bit chilly in the North at Crimble (bit like GB). However, nothing terrible happened, like wicked sorcerers arriving on magic clouds causing strife and suchlike.

Until... a wicked sorcerer called Zemmel arrived on a magic storm cloud and started causing strife. He brought a rather big dragon with him, which started roasting peasants aplenty. He was defeated, but only at the cost of six of the isles best magicians (the equivalent of losing Paul Daniels, The Great Suprendo, Ali Bongo and three of their mates). They succeeded in defending the kingdom, but were turned into gems in their dragon-slaying efforts. Well, this was all fine and dandy until a power-hungry king called Eselred put the gems into a crown and started using its powers recklessly, in a bid to control the whole island.

The person who stopped his little game was his daughter, Robyn. The little minx prised out the jewels and threw them far and wide. It just so happened that each ruling family on Ishmeria managed to get their hands on a gem, and freed from the crown they turned back into human form. You are one of these lusty young nobles, and with the aid of your magician it's time to overthrow Eselred, conquer the kingdom and rescue Robyn from her rather insanitary dungeon.





WE ARE FAMILY

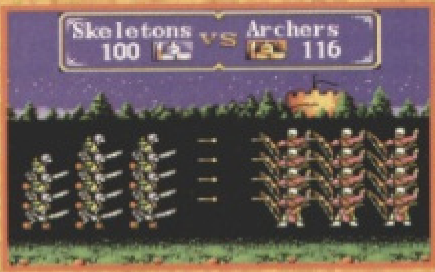
Ishmeria is governed by four families, the names and lands of which change depending on the scenario you play. Each family controls its lands from a home region, sending out orders to all the regions flying its flag. The game is easier if you pick a large family like Blanche in the North, or Lyle in the West. These families have strong leaders and fighters, like Princess Erin and Ander.



▶ *Calm down kids, despite the realism , it's just a simulated battle-scene. No casualties.*

TACTICS

The tactical part of the game comes into play when you launch an attack on an enemy region. The screen cuts to an overhead battle view, with a simplistic terrain of trees, hills and rivers laid out. The objective is simple, reach the enemy flag with one of your units before your food runs out, or he reaches yours.



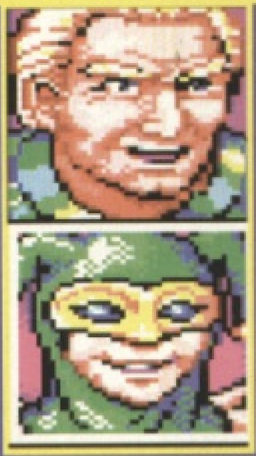
COMMENT



GUS

For the past few months there has been a steady trickle of strategy games, like Mega-Lo-Mania and Powermonger, for the Megadrive. Now there's Gemfire, probably the most complex game of them all. In terms of graphics and sound this isn't very appealing. It looks like a 1990 vintage Megadrive title, with flat presentation and naff battle scenes. The graphics used in combat sequences are very simplistic, even comical, and the accompanying noises suit them. Also, the scenario about Ishmeria and the crown jewels is pretty naff, and doesn't add atmosphere to the game. However, as with most strategy games, the value is in the game, and Gemfire proved to be a totally absorbing experience as I battled to increase territory and amass armies. The game plays the same as Risk — a fave board game of mine, and having the option to fight a friend is a big plus. Despite the lacklustre appearance, I couldn't stop myself until I won the game which took hours (thankfully there's a save game option). I did manage to complete the easiest scenario on my first try, which is a cause for concern, but there are three more to try, and a human opponent adds a lot of challenge. This title is strongly recommended to strategy fans, but not one for anyone into fancy presentation.

TAKE MY ADVICE



At the start of the game, you are offered a choice from four counsels. This array of wise men and jesters offer advice if you ask for it (using the A button). Each has their own approach to the game, like the shrewd Eldrow, or the noble Jade. It is in effect a help option, that reminds you of how to strengthen your lands and forces.

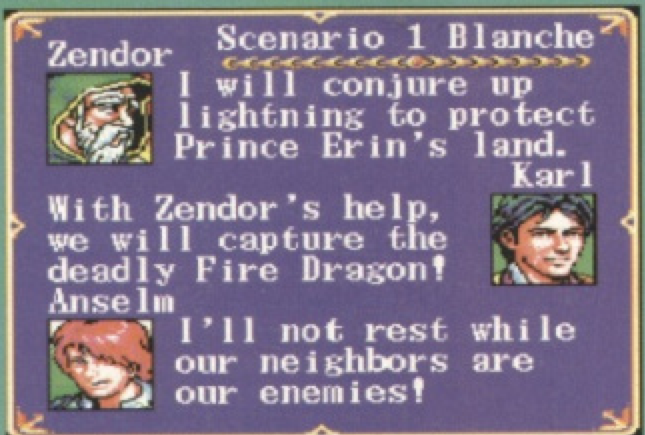
BARMY ARMY

Your bog-standard army consists of four 'units', with all your troops split equally between them. Two of these are Knight units, who are able to erect and break barricades, and fight at close range with swords. In addition, you have a company of Archers who have a longer attack range, but are useless close up. The last standard unit are the Horsemen, who have the ability to travel large distances in a single turn.
But that's not all! The best idea is to bring a fifth unit with you, to tip the balance in your favour. This could be one of the Magicians loyal to you, or a hired mercenary band of Orks or Skeletons.

STRATEGY

The biggest slice of the game is a Risk-type strategy game. A map of Ishmeria is presented on the right, and the window on the left shows details of the current highlighted regions. From this screen you make all your kingly decisions, and assess all the stats you could wish to see.





STATS

There are lots of stats to view — each is presented with an icon. Region stats show you six different facts about the region: the region:



GOLD: Used to buy troops and wage war.

FOOD: Food is vital to maintain your population and army.

ARMY: Your most vital asset — its size is shown here.

FARMING: A measure of the harvest potential of your land.

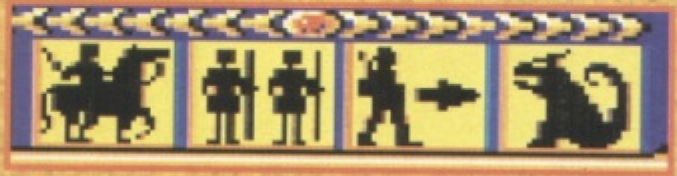
PROTECTION: Your castle strength, against invaders and nature.

LOYALTY: Marks the respect the people owe you.

COMMANDS

On the main display your are able to make strategic decisions in four separate areas.

WAR: This menu has options to ATTACK another region, RECRUIT men from this region, MOVE TROOPS to another region under your control or HIRE MONSTERS as mercenaries.



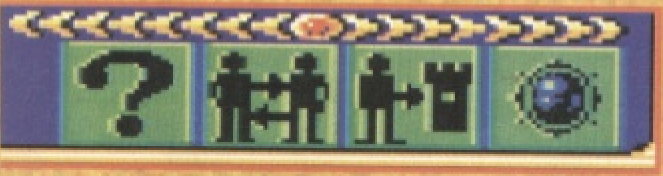
DOMESTIC: This menu contains peaceful options that enrich your lands. You may INVEST in land for cultivation, or PROTECT your castle from attack. Also you have the choice to TRADE food for profit, or GIVE FOOD to the people to increase their loyalty.



DIPLOMACY: Here, intrigue and politics take charge. Options exist to sue a family to SURRENDER, or just persuade one region to DEFECT to your side. Friendly rulers look to ALLY themselves with other families, whereas devious types will jump at the chance to SABOTAGE lands.



VASSAL: The final commands are there to provide assistance. VIEW offers you a rundown on the stats of every region, or a chance to see the powers of the wizards. CHANGE LORD places a different lord in command of a region. ENTRUST is a way of quickening the game, since a Lord or Lady will guard a region automatically. Finally SEARCH is a way of locating special objects or troops in enemy regions.







COMMENT



Normally, the merest mention of a strategy game is enough to send me scuttling away to the nearest brain-off blaster. Especially when it features cacky graphics and sound. But here I am writing this comment after playing Gemfire for several hours and, very much to my surprise, I'm gagging for another go. There's something about it that's really addictive. Although it looks complicated, it's actually very easy to pick up, and once you start getting into the action and get your campaign going it's really difficult to stop playing. The gameplay is very rewarding, and the feeling of achievement when you repel a huge army, or conquer an opponent is great. The two-player option is also a real bonus and adds an extra element to the action. If you're after something that's both challenging and different, check out Gemfire — I think you'll be surprised at just how entertaining a strategy game can be!

NOW THAT'S MAGIC!

Each family has a magician he may employ as a fifth unit, and gains more if he beats other families. Some have awesome powers — Like Zendor's lightning bolt, or Pluvius' meteor showers. Most are far more effective than normal units. The object of the game is to gain all six Magicians and the Dragon, to have total control. However, each Magician has a fixed resting time he must take after each battle, which puts him out of action.







ONE/TWO-PLAYER

One of the most exciting aspects of Gemfire is that you may select a head-to-head option, where two players battle it out as the heads of different families. Turns are taken alternately.

PRESENTATION 89

▲Two battery save positions, a two-player option and a choice of four scenarios.
▼The involved plot is so naff it's a turn off rather than an attraction.

GRAPHICS 57

▲Clear icons and stat presentation. The occasional nice still picture.
▼Battle scenes are symbolic — even the action sequences look pretty bad. No variety on the main screen

SOUND 55

▲Always a bit of music in the background to accompany things, and the odd fanfare if you win.
▼Most tunes seem bizzarely out of place and the FX are less than convincing.

PLAYABILITY 84

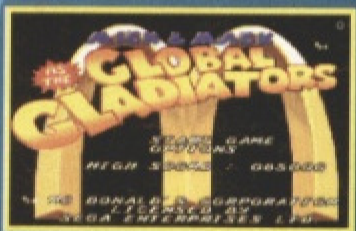
▲The action resembles a good board game, and from the start there's loads of strategic planning to do. Starting out isn't too complicated.
▼There is no hands on arcade action at all — be warned.

LASTABILITY 85

▲There are four full scenarios. The game takes yonks, and the head-to-head make it like a good board game to be returned to frequently.
▼Some may find winning against the CPU too easy.

OVERALL 84

One of those strange games that proves compulsive despite it's looks — like a sweet kiss from a leper. But it's strategy fun only and might not appeal to Megadrive-owning action fans.



1 PLAYER

PRICE	£39.99
BY	VIRGIN
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES:1
SKILL LEVELS: 3
REPONSIVESS: BRILL
GAME DIFFICULTY: EASY/MEDIUM

1ST DAY SCORE

Game Complete

ORIGIN

Mick and Mack is an original game based on the McDonalds, but "borrows" many elements from various platform games.

HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

A Nothing whatsoever.

B Fire slime gun.

C Jump, jump, jump!

S Pauses and starts the game.

HOW TO PLAY

Run around the scrolling landscapes, collecting McDonalds arches and sliming the environmental bad guys.

MICK GLOBAL

Mick and Mack are two cool dudes — equally cool in fact, owing to the fact that they are identical in everything apart from their skin colour! They like nothing better than to visit the local McDonalds restaurant and sample the latest wares — like the new Chicken Hotwings Meal, for example.

However, on their latest visit, and odd thing happened to our pair of mischievous McDonalds munchers. On the orders of Ronald McDonald, our pals have been warped to some of the most environmentally disturbed zones on our planet. The nauseating clown has endowed each of our heroes with a super-skill slime rifle. With this useful piece of kit, the lads can reduce the environmentally unsound beings into little more than ozone.

But the reason for the boys' abduction is two-fold. Mr McDonald has lost over a thousand of his McDonalds logos, and he desperately wants them back. Collecting these logos (or arches) is the key to leaving the level. If you've got enough and you find Ronald McDonald, he warps you to the next level. If you haven't enough, the clown sends you back into the stage to get some more.

There are four major zones for the Global Gladiators (as they have now been christened) to slime into an environmental utopia. Maybe you (controlling either Mick or Mack) can save the world from an age of hideous pollution.

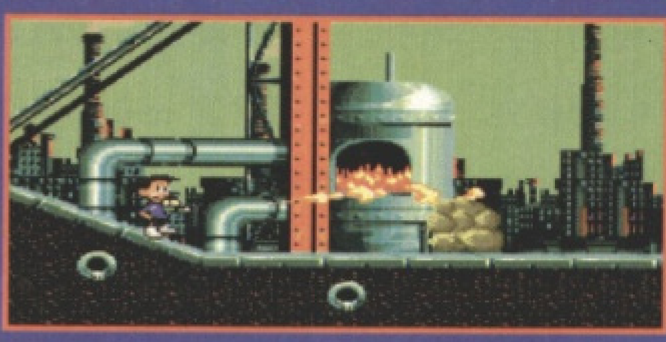


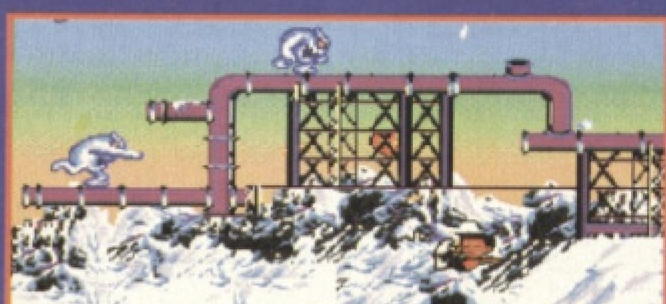


▲ *Let's "face" it, there's not "mushroom" under here. Come on, let's just shoot off — Macdonalds mustard splattering Ahooooy!*

SLIME CENTRAL

Mick and Mack have been given highly potent weaponry by McDonalds' favourite clown. The slime rifle has an unlimited supply of environmentally sound slime that destroys most meanies on contact. By using the UP and DOWN controls on the D-pad, you can alter the trajectory of the slime you fire.





COMMENT



RICH

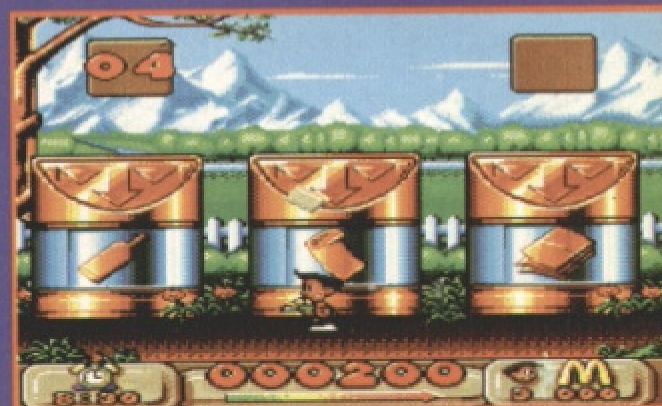
Mick and Mack: Global Gladiators is the slickest platform game to hit the Megadrive since Sonic the Hedgehog II. The smoothness and polish of the game is excellent — the presentation is superb. The graphics and sound are awesome too — obviously the programming team has spent a great deal of time on this game. So, why isn't Mick and Mack a Megagame then? Well, the problem is lastability. In EASY mode, I finished the game on my third go. NORMAL mode lasted a day more. Only with the DIFFICULT setting did I find myself taxed, but by then I'd seen the whole game... twice! Why oh why didn't they make the DIFFICULT mode the default setting? Or if that wasn't good enough, why didn't they take out the single continue and cut down the number of lives you have by half. I really enjoyed what Mick and Mack had to offer, but the EASY and NORMAL difficulty setting really spoiled it for me.

...K & MACK ...L GLADIATORS

INVISI-BLOCKS

Sometimes the route to extra lives and bonuses involves making use of invisible blocks dotted around the landscape. Most of the time, you stumble on these by luck, by the path to extra lives and time bonuses is usually marked out by a path of McDonalds arches.

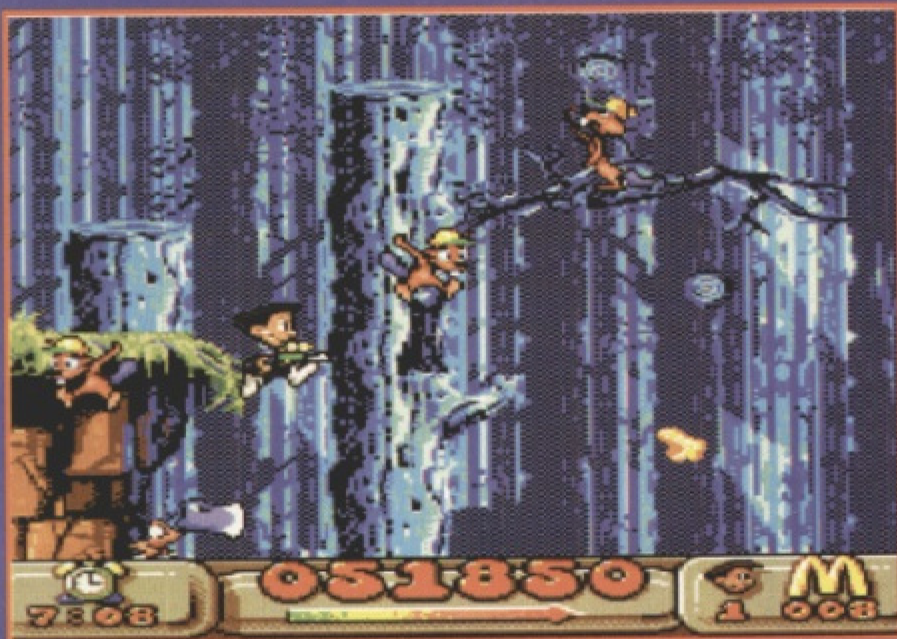




BONUS BONANZA

Should you collect enough McDonalds arches during a level, you are automatically given entrance to the bonus screen. On this level, rubbish rains down from up above, and it's down to Mick (or Mack) to collect that refuse and chuck it into the appropriate recycle point. If you're not quick enough and rubbish remains on the ground, the screen is over. The same applies should your hero's head make contact with a falling anvil. If you can carry on the recycling tomfoolery, you can gain extra lives! Good eh?





▲ *Oh nuts! Squirrels are fast — duckin' an' divin rules okay!*

TAKING THE MICK AND MACK

In the game, you can choose to control either Mick or Mack (hence the name). However, there is little point making a conscious decision between the two because they act in exactly the same manner and each have the same weaponry. In fact, the only difference at all is in their skin colour! Now there's racial equality for you.



▲ *Stop waving it about Ron!*

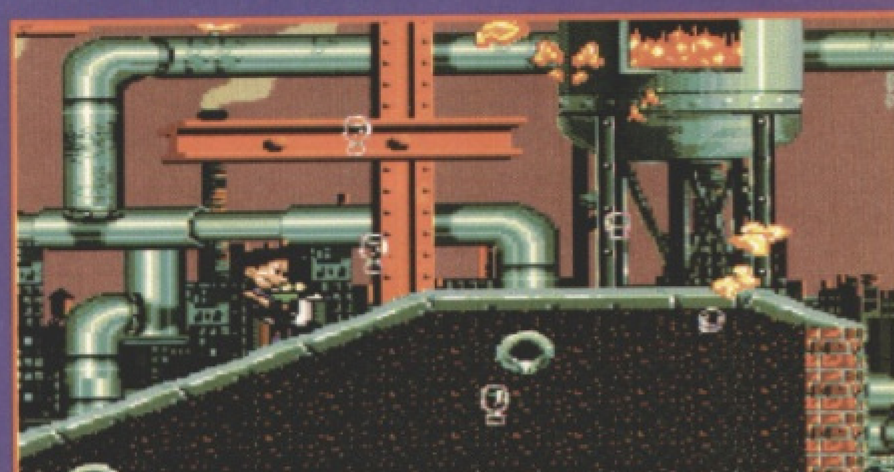


▲ *Bless you! Wow that's some cold you have!*



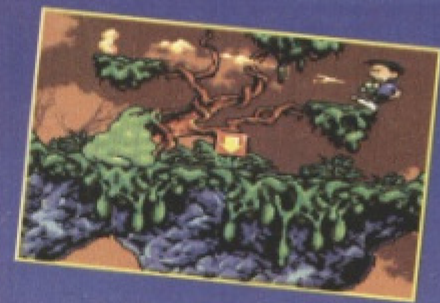
LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■□□□
MONTH	■■□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	□□□□□
ACTION	□□□□□
CHALLENGE	■■□□□
REFLEXES	■■■■□



▲ *So this is how they cook those damn Big Macs huh?*

REVIEW







COMMENT

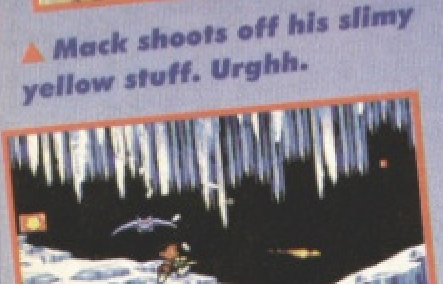


LUCY

Why McDonalds have endorsed such an environmentally friendly game I haven't a clue — it's a bit like Saddam Hussein promoting the Peace Corps! But I guess their motives are irrelevant because when it comes down to it, this is a superb looking and sounding game. The music's fab — riotous get-down-and-boogie tunes and fantastic sound effects. The sprites are big and bold but although it's all very right on to have one black and one white kid, it would have been a vast improvement to have some difference in their playability factors. The backdrops are gorgeous and the smooth scrolling is some of the best I've seen. The gameplay's fast, brilliant fun and utterly addictive but heed this warning: Play this on DIFFICULT level only because on NORMAL and EASY it's too much of a doddle and once completed there's not that much to bring you back for more.



▲ *Mack shoots off his slimy yellow stuff. Urghh.*



▲ *Mind the rabid ice-bats of doom, Marlon.*

LEVEL PREVIEW

There are four distinct zones in the game, each with three different sub-levels. In each, the aim remains the same. Collect those arches, slime the meanies and find Ronald McDonald in order to progress to the next stage.

STAGE ONE: SLIME WORLD



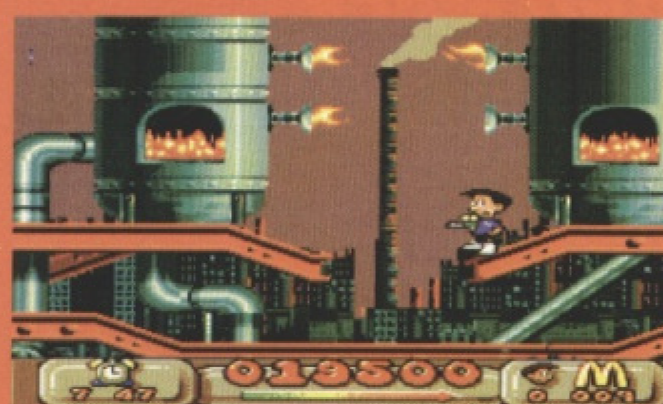
The first level of Global Gladiators sees Mick and Mack entering Slime World — a hideous place polluted by environmentally grotesque slime. Beware of sad slime monsters, spewing out slime. Watch out as well for slime machines, which do much the same thing but at an even greater rate!

STAGE TWO: THE FOREST



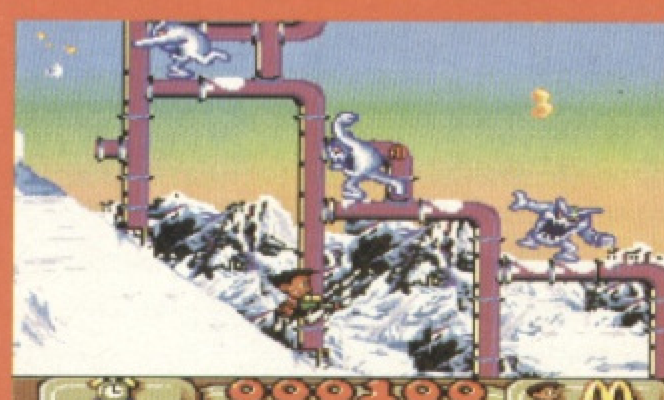
Oh no! A regiment of saw-bearing beavers have entered a lush area of forest! It's down to Mick or Mack to enter the forest and save it by sliming the beavers before the trees and greenery are no more. Beware especially of the bees' nests. Disturb these and Mick or Mack are continually harassed by the stinging insects.

STAGE THREE: TOXITOWN



Possibly the most polluted level in the game, Toxitown is inhabited by noxious gases, belching dustbins and rampaging spare tyres. The hardest part of the Toxitown level involves negotiating a way through to the end of each stage. There are many walls blocking potential routes.

STAGE FOUR: THE ARCTIC



The last zone that Mick and Mack must save from an environmental doom is set in the Arctic. Various glaciers and ice caves must be negotiated in order to face up to the evil menace that is facing the world — and what's more there's more than one menace. Arghh!



▲ Wow, my very own snot machine!



▲ This gas doesn't half get to you!



▲ Please don't eat me Mr horrid gungy thing



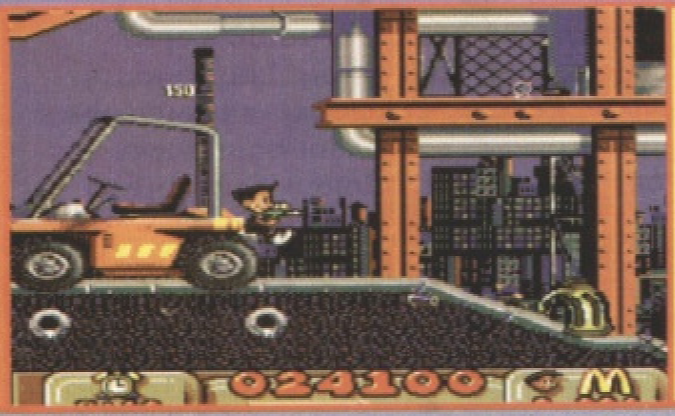
▲ I wandered lonely as a git with no friends



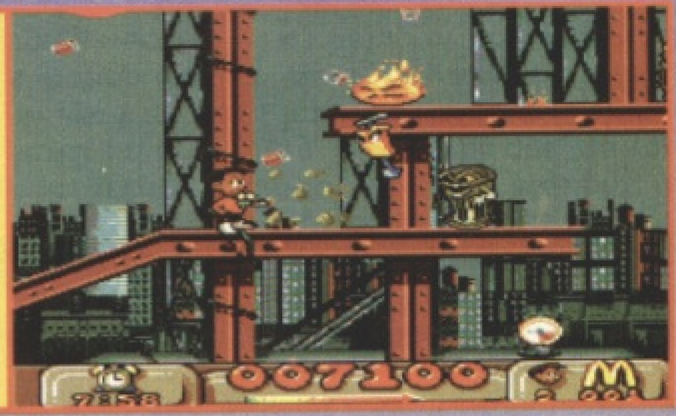
▲ Water, water everywhere and I can't swim!



▲ Chopped any good rainforests down lately?



▲ Mack attack, Mack attack, MACK ATTACK!



▲ In Toxitown, gunge guns can be fun





PRESENTATION

94

▲ Superb. The game has a massive option screen and loads of different settings to tweak. You can even practise playing the bonus game from this screen.

GRAPHICS

92

▲ The sprites and backdrops are mostly excellent. The smooth scrolling is a marvel to behold.

▼ The graphics on the Toxitown level are a tad substandard compared to the rest of the game.

SOUND

91

▲ Mick and Mack is brilliant in this department too. There are loads of excellent samples and catchy tunes. The house-type music on the bonus screen is brilliant

PLAYABILTY

87

▲ Fast and furious, boasting platform action that's very addictive from the word go.

▼ Apart from the volume of meanies, there is little difference gameplay-wise between each level.

LASTABILITY

70

▲ There's a lot of difference between difficulty levels, and the DIFFICULT level is quite challenging.

▼ Unfortunately, the game's spoiled by the lack of difficulty in the EASY and NORMAL levels.

OVERALL

80

Superb in the graphics, sound and presentation department, Mick and Mack is sadly let down by a lack of thought in the lastability department.

REVIEW



1 PLAYERS

PRICE	£32.99
BY	SEGA
RELEASE	OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:SAVE GAME
SKILL LEVELS: 1
REPONSIVESS: GOOD
GAME DIFFICULTY: MEDIUM

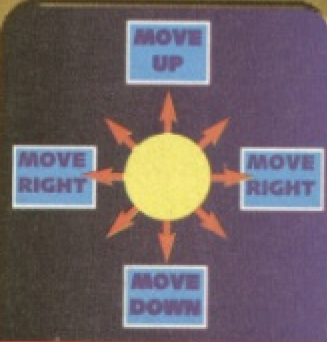
1ST DAY SCORE

CHAPTER TWO

ORIGIN

Defenders is a menu driven RPG which resembles the Final Fantasy series rather closely.

HOW TO CONTROL



1 EXIT CURRENT MENU

2 SELECT HIGHLIGHTED COMMAND

S CHARACTER STAT MENU

HOW TO PLAY

Move round the country, select commands, Fight battles, solve puzzles and defeat the Snake King.



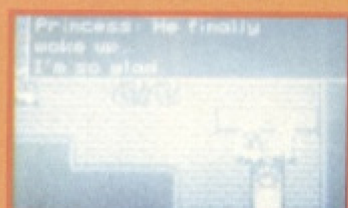
They say history repeats itself, and sometimes that's correct. Take the kingdom of Shanadar. Its troubled history began in ancient times, at the hands of a wicked old mage called Amhiran. His personal crusade to bring bad times to Shanadar was foiled by a clever wizard, Jamseed. But, wouldn't you know, the Snake-King popped up and the nation had a 1000 (count 'em) years of misery!

Then the great warrior Fallidoon arrived and overturned the evil, and all was well... until a mysterious new power arrived — the Empire of Eflaat began to prosper by the old evil powers. As the young Prince of Shanadar, Eflaat's rise troubles your mind as you wait for your guest, Princess Mahamood to arrive. Little do you know that the land will soon be embroiled in strife yet again...

DEFEND OF

TAKE THAT PARTY!





You are not alone! In fact, the Prince finds three other allies, each of whom have an interest in fighting Eflaat. The first, and most important, is the Genie of the Lamp. His powerful magic proves to be essential. Saleem, the Captain's son joins you to avenge his father's murder, and the last recruit, Agmar, is a scallywag you meet in a dungeon.

I DREAM OF GENIE

The Genie has access to tons of spells, but his magical powers are limited by his magic points. Rest restores these, but you should look to improve his powers by plating the lamp and wrapping it in Silks. A pretty lamp makes a happy Genie, and he increases your strength, heals your wounds or shields you from attack in return. Genie learns new spells by reading wall inscriptions — so keep eyes peeled for dungeon graffiti.

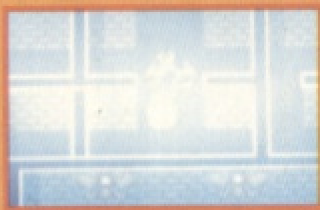


COMMENT



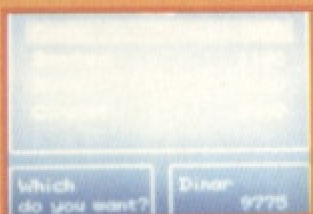
Anyone familiar with the Nintendo Final Fantasy games will instantly recognise this. The gamestyle is identical with the same mix of monsters, magic and frequent combat. Graphics are simple, but that's not where the appeal of the game lies. The great thing about this neat little game is the brilliant way the plot develops, and the sense of humour contained in the 'script'. It's pretty big too, with lots to do. All the new spells and monsters stops the combat becoming dull. Having three save game positions is an excellent feature. It's a bit more pricey than the average GG title — but then it's not your average GG title! A brilliant RPG for the Game Gear.

WHAT AN EXPERIENCE!



The way for human characters to become stronger is to fight lots of battles. For each victory, a certain amount of experience points are given. With enough, a character moves up a level, and all his stats for speed, power and hit points are increased too!

ARE WE AN ITEM?



Shops and dungeons contain all manner of goodies: herbs to restore hit points, keys to locked doors, weapons and armour. There are also some special items like the Barbado — which plays lulling music to put your enemies to sleep.

COMMENT



PAUL

I'm not so enthralled by RPGs, but I know a quality game when I see one. Defenders of Oasis may have rather simplistic graphics, but the quest itself is very deep and extremely compelling. I was first drawn to the game by the brilliant music — it's fab and adds plenty of atmosphere to the proceedings. I like the automatic game save feature as well — whilst you're playing, it's continually resaving your position, which negates the worry of having forgotten about saving the game. I found the mixture of combat and exploration entertaining. It's the best example of the genre I've seen on the Gear. Unless you're only after action games, give Defenders of Oasis a whirl.



ERS OASIS

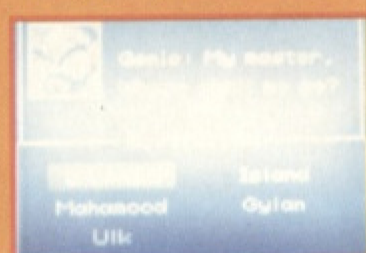
FIGHT THE GOOD FIGHT!

Combat is a very common feature of Defenders, since most wild areas are chock-full of nasty monsters. As you progress further into the game, they generally become nastier — with extra powers. When a fight begins, your party's stats are shown at the top of the screen, and the monsters appears below. The speediest



- **PRINCE:** The royal does a runner, and retreats from battle.
- **GENIE:** He has a list of special spells to use.
- **SALEEM:** His bizarre Dance of Death induces damage on the enemy.
- **AGMAR:** Agmar's deadly assault from the rear is legendary!

I'VE BEEN TO PARADISE...



The Genie whisks you far and wide, with one mutter of a magic incantation. This lets you see the variety of terrain around Shanadar. There's a hidden Temple, that may only be reached by boat. Shanadar is a thriving port, as is Mahamood, a tiny kingdom that has escaped the Empire so far. The country of Ulk has places to rest and stock up, but also has its fair share of lawless bandits!

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■□
WEEK	■■■■■
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■■□□
ACTION	■□□□□
CHALLENGE	■■■■□
REFLEXES	□□□□□

PRESENTATION — 90

▲Three separate saved games updated automatically and brilliant plot cut screens for each 'chapter'.

GRAPHICS — 64

▲Lots of background variety, nice character and monster pics and good use of colour.
▼Simple throughout, with no great animation.

SOUND — 80

▲Lots of lovely Arabian-esque music for each of the locations. Spooky dungeon tunes and there's some speech too.

PLAYABILITY — 89

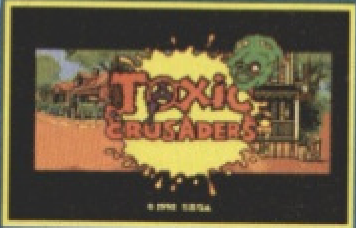
▲The snappy dialogue and entertaining plot drag you in immediately.
▼There's a bit too much combat — fights happen every other second!

LASTABILITY — 88

▲The lands around Shanadar are pretty big, and some tricky puzzles require solving.
▼Having a saved game is nice, but it makes the game quite 'safe', since you don't die.

OVERALL — 90

A mini-classic. Defenders of Oasis will have adventurers fixed for weeks. Very enthralling and entertaining. The best RPG on the Game Gear



1 PLAYER

PRICE IMPORT

BY SEGA

RELEASE OUT NOW

OPTIONS
CONTROL: JOY PAD
CONTINUES:5
SKILL LEVELS: 3
REPONSIVESS: GOOD
GAME DIFFICULTY:EASY

1ST DAY SCORE
LEVEL 4

ORIGIN
A little like the Turtles coin-op, Toxic Crusaders is based on the sad Saturday morning cartoon.

HOW TO CONTROL

MOVE UP
MOVE LEFT
MOVE RIGHT
MOVE DOWN

A Short range attacks.

B Long range attacks.

C Jump.

S Starts and pauses the game.

HOW TO PLAY
Run along, collect power-ups and beat up Radiation Rangers and evil Smogulons! Make the most of your three lives!

TOXIC CRUSADERS

Life's tough after you've been turned from a skinny gimp into a genetically deformed super-strong mutant. Just what do you do? Run away from everyone in case you scare them or dedicate your new-found powers into saving the world from environmental doom? As Toxie, the Toxic Crusader, you've opted for the latter, no matter how grotesque and Harrod-esque you may have become.

And a good thing too, because gangs of Radiation Rangers have sent to Earth in order to wipe out Toxie and his Crusader chums. After they've achieved their foul objective, their evil masters, the Smogulons, intend to colonise Earth as their own, killing every human on the face of the planet! Arghhh!

Your task is to run along, beating the hell out of any Radiation Rangers and Smogulons who dare to cross your path. Make use of radioactive power-ups to boost your performance and kick some evil ass!

TOXIE'S PALS

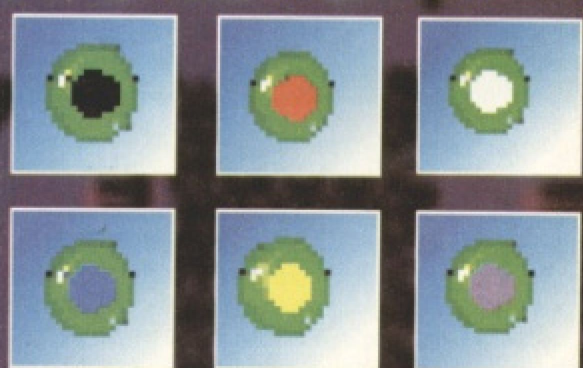
The eponymous Toxic Crusaders are made up of three different genetic mutants. Along with Toxie himself, there's Nozone and Junkyard — all of which are selectable on the options screen. The difference between each of the Crusaders is quite subtle, but completing the game with all three characters does add ever-so-slightly to the lastability, which can't be bad.

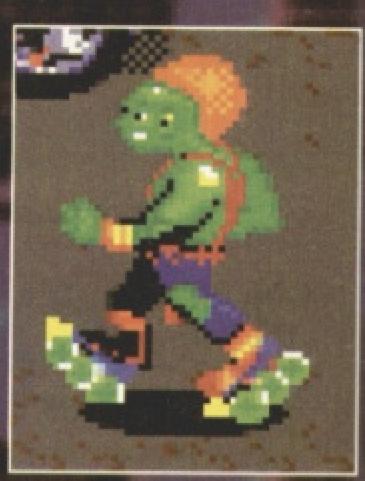

▲ NoZone skates in


▲ Junkyard the skating Dog. Call that's Life!


▲ Toxie uses new pine-fresh flash!

POISONOUS POWER-UPS





Beat up or blast the meanies and they leave behind special power-ups for Toxie or one of his pals to collect. Each has a different effect, for example, black power-ups endow you with extra lives. Red power-ups improve your weaponry. Your hand-to-hand attacks are boosted by white boosting blobs. Slimy skates come in handy for zooming around, and these are collected by getting blue power blobs. Good eh?





▲ Action Man drops by.





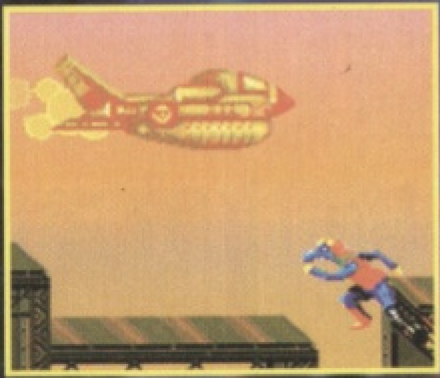


HANDY VEHICLES

Dotted throughout the game are decent vehicles you can climb into and use. On level one there are two — a jet-powered skateboard and a helicopter. Both are armed with machine guns, but the helicopter offers more protection from meanies and also has a payload of bombs you can drop on the radioactive meanies! Later on in the game, there's a jet-ski to jump into, which is armed with deadly weaponry too! That can't be bad eh?









▲ Can you hear the sound of a million rotar blades whirring in the depths of hell?



▲ Another unfortunate baddie gets the Toxie mop treatment.

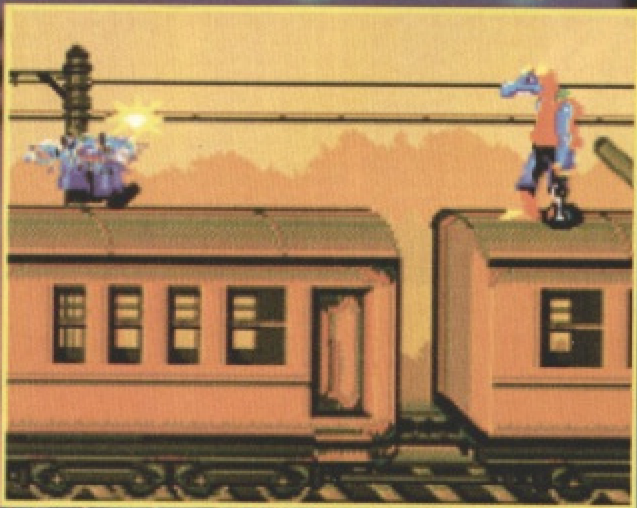
COMMENT



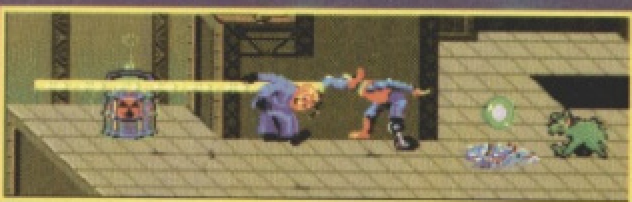
RICH

When I first saw this I thought it was cack. The graphics are range from quite good to sad mockeries, and the sound is similarly average — doh! However, in the gameplay department, Toxic Crusaders is quite good. There is a healthy range of decent power-up weaponry available for each of the three characters and I especially liked the idea of being able to commandeer some of the enemy vehicles Ikari Warriors-style. But Toxic Crusaders is ruined by the fact that in easy mode, it's very easy indeed. On my first go, when I was supposed to be working out attack strategies and getting used to the controls, I was actually smacking the hell out of the enemies with very little effort. My advice is ignore the EASY setting or else. It's quite similar to Captain America and the Avengers, also reviewed this month, but out of the two, I think that Captain America is probably the better of the two. However, for the ultimate in combat games, save an extra fiver and get Streets of Rage II.

REVIEW



▲ *Train-related hi-jinks, care of NoZone.*





COMMENT



LUCY

The first thing that hit me when I first started playing is the sheer speed of the gameplay — fast or what! Like Rich, on first glance I thought this game was pretty naff but after a few minutes I soon got into it and the only average graphics and sound didn't seem to matter that much. It's really good fun and there are heaps of neat power-ups to grab, baddies to splatter and enemy vehicles to ruthlessly hi-jack. There's a fair amount of difference too between the techniques of the various super-heroes which makes for more a more varied bash. Of course, licking up gallons of stinking toxic waste to make for a clean and safer world might not be your cup of tea but wouldn't it be great if the culprits for Earth's pollution were forced to do the same thing? I thought this was much better than Richard's suggested alternative, Captain America, although it IS too simple to pile through on EASY setting. Overall though, not one to be sniffed at.

ATTACK! ATTACK! ATTACK!

The number of different attacks in Toxic Crusaders is quite impressive. Toxie's mop comes in handy for bouncing meanies around, and fires off bursts of energy to disable the radioactive meanies. Nozone spits hot globs and has similar energy attacks to Toxie. Junkyard has these strange energy-related offensive moves himself, and supplements it with his fists!

KILLING THE BOSS



▲ *Mind the mutant reptile, Marlon.*



At the end of each level, there's an enormous boss just waiting to be destroyed. At the end of the second level is a large fire-breathing dragon with two heads! Arghhh! Other meanies include a dude in a hover car (who fancies gunning you down in cold blood!) and of course, the villain of the piece himself — the twisted Czar Zoster (eek!).

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES

PRESENTATION 78

▲A decent range of options in the game and a nice polished feel to the game itself. Hurrah!

▼The intermission screens are a tad poor though. Boo!

GRAPHICS 69

▲Well, erm, at least the scrolling is pretty smooth and the action fast...

▼But there's loads of unnecessary flicker and some Master System-esque backdrops. Doh!

SOUND 65

▲Some pretty funky tunes help jolly up the atmosphere no end.

▼However, some of the effects are pretty sad. Oh dear.

PLAYABILTY 75

▲Toxic Crusaders is immediately fun and addictive and should have you glued to the Megadrive for quite a while.

▼The controls are difficult to master for some people.

LASTABILITY 67

▲There are quite a few levels to pound your way through...

▼But the EASY level offers very little in the way of challenge. You should have this one licked in a few hours.

OVERALL 70

Fun and playable, Toxic Crusaders suffers from some rather awful graphics and a lack of lastability. A bit more thought and this could have been a lot better.

REVIEW

1 PLAYERS

PRICE TBA

BY ARENA

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
RESPONSIVESS: SHARP
GAME DIFFICULTY: HARD

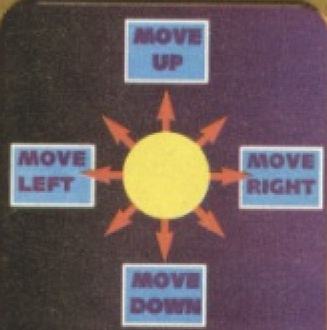
1ST DAY SCORE

LEVEL FIVE

ORIGIN

The movie, is still one of the best sci-fi films. This is the conversion of the second film sequel!

HOW TO CONTROL



1 Activates Ripley's current weapon

2 Used to view and select weapons in conjunction with the D-pad.

HOW TO PLAY

Guide Ripley through the penal colony. Rescue the prisoners from the Aliens.

The relative tranquility of planet FIORINA 161 is thrown into a ruck when the sole survivor of the space craft, Sulaco, is rescued from deep space. Her name is Ripley. Not that any of the problems now facing FIORINA are entirely her fault. How was she to know that the terror from which she thought she'd escaped had hitched a lift — namely an Alien. However, only she has the knowledge to bring things back to normal! Ironically the biggest problem the colonists face at first is their disbelief of Ripley's horrifying stories; her tales of stomach-bursting, man-eating, acid-bleeding Aliens sound like the ramblings of a mad woman.

After a little gentle persuasion — the Alien crashing through the common room ceiling and dutifully slaughtering the prison warden — the colonists agree that there *is* a problem, but not before many of them are kidnapped and cocooned by the industrious invader. It is now Ripley's responsibility to save those inmates from certain death, if not a gut wrenching stomach ache at the very least..



▲ *Give your granny a kiss!*



LET'S ROCK!

Though there is a distinct lack of destructive hardware in evidence in the film, Alien 3 the game gives Ripley the chance to let rip with a selection of four weapons. Mind you, there is just the one Alien creature in the film whereas the game is

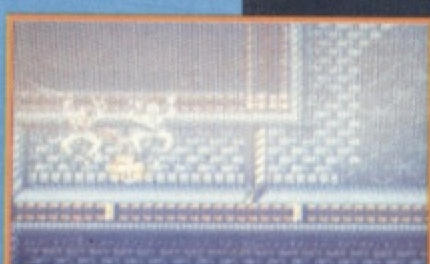
ALIE

THE BITCH'S BACK

As if there isn't enough on Ripley's back already, there is also a time limit that dictates the speed with which she rescues all the captives in each level. Collect them all to stop the Aliens breeding!



▲ *Oops. Nevr mind eh?*



COMMENT



RICH

This Game Gear version has just about every feature of the 16-bit original. The scrolling is mega-smooth and the sprites and backdrops are very atmospheric. There are a few faults that did annoy me — sometimes those Aliens move just too fast, but otherwise I was very impressed with. The ultimate platform/shoot 'em up for the Game Gear,

swarming with the scum!

● **HAND GRENADE:** An ideal weapon for clearing the way ahead, the John the Baptist of artillery so to speak. Guaranteed to raise a few eyebrows not to mention the alarm.

● **MACHINE GUN:** Ripley's standard weapon and easily the most reliable. Aliens require many hits from the machine gun to finish them off but there are usually extra supplies of bullets left lying around to stock up on.

● **FLAME THROWER:** As formidable as it is impressive. Incinerate the Alien scum to dust with a smile.

● **GRENADE LAUNCHER:** When used with skill this weapon is the most powerful in Ripley's possession. Watch those dirty parasites explode and laugh long and hard.



PASSAGE FEATURES

In order to succeed in her brave rescue bid and rid the planet of Aliens, Ripley must become adept at some tunnel testing-type activities. The penal colony is linked by a network of air vents and other such ducts. Ripley never knows what to expect when she ventures in. Unfortunately, especially in the later levels, these perilous pipes are often the only means to the successful rescue of all the colonists.

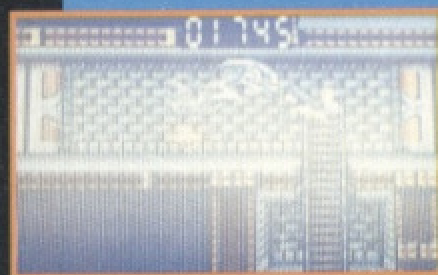


▲ *Blast! Dropped my keys!*

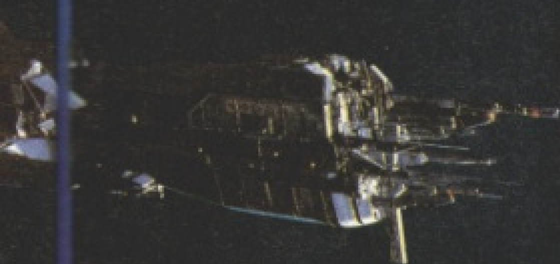


▲ *Oo! These corners hurt!*









N 3





▲ *Shh, I don't think they now I'm here! Gnnh...!*

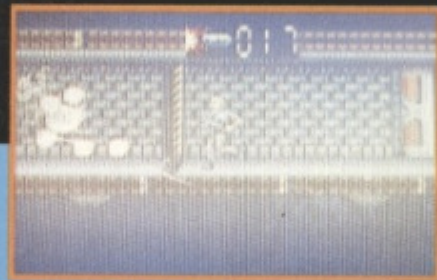


LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■□
MONTH	■■■■□
YEAR	■■□□□

BREAKDOWN	
STRATEGY	■■■□□
ACTION	■■■■■
CHALLENGE	■■■□□
REFLEXES	■■■□□

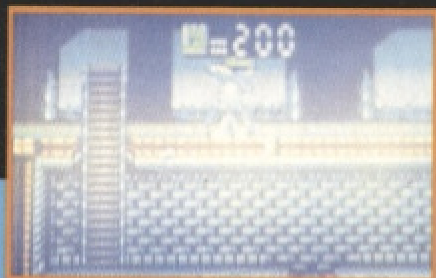
REVIEW

ALIEN 3

!Get out of my way! I've a train to catch!



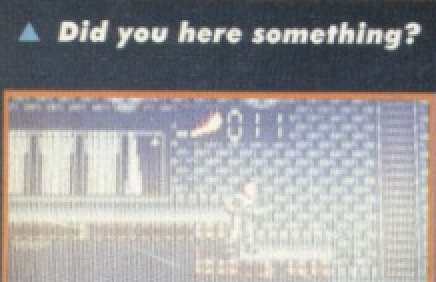



SCANNER

When confronted by the sprawling labyrinth of corridors and passageways awash with suspect drops and not-so-lucky ladders any rescue attempt seems close to the impossible. This is why the resourceful Ripley carries with her a portable radar screen. The locations of all the prisoners show up on this screen but this doesn't make the task any easier. Ripley is still required to find the quickest, safest route to their freedom.

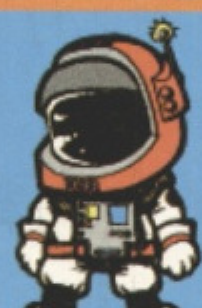


▲ Did you here something?



▲ Ssh! There it was again!

COMMENT



PAUL

It's astonishing how close this version of the Megadrive hit is to the original. The gameplay is almost identical, the differences are so slight they are hardly worth mentioning, and the action remains exactly the same. Its success lies in the way that a player often falls just short of the mark but never feels cheated. Realising mistakes is far more rewarding than the usual pattern, following antics of lesser shoot-em-ups. Ripley doesn't move as well as in the 16-bit version but this minor niggle. Each of the Aliens are portrayed magnificently. Another feature in its favour is the necessity to work Ripley's strategy out in advance because it's impossible for her to succeed without due care and attention. If you're looking for a long-lasting, high class challenge with lots of adrenalin-pumping action reach for this.

PRESENTATION 89

▲ An atmospheric title screen and plop in your pants intermission screens, especially the ones that so graphically describe the fate of the forsaken prisoners. Eugh.

GRAPHICS 90

▲ Ripley's character is nicely animated but more impressive still are the Aliens that scuttle about so convincingly as to make your skin crawl. Muvver!

▼ The backgrounds are very samey.

SOUND 87

▲ The music is very classy indeed.

▼ Only the sound effects let the side down a bit with some dubious gun noises and explosions.

PLAYABILITY 91

▲ Taxing gameplay that reaps its own rewards.

▼ Ripley's mission may prove to be a very harrowing experience as it is very difficult.

LASTABILITY 88

▲ The enormous size of the game coupled with the high level of challenge guarantees value for money. This is also a game that demands playing even after completion.

OVERALL 90

A thinking person's platform, seek and destroy blast-em-up of the highest quality.


KERRANG!
LOUD, LIVE... AND DANGEROUS!
IF METAL MAKES YOUR JOYSTICK QUIVER WITH EXCITEMENT, DON'T DARE MISS THESE UPCOMING EDITIONS OF KERRANG!, THE HEAVIEST MAGAZINE ON THIS OR ANY OTHER LEVEL... ER, PLANET!
FREE WITH ISSUE 428 (ON SALE JANUARY 27): A FRANKLY FABULOUS FULL COLOUR 'LIVE AND DANGEROUS' PHOTO SUPPLEMENT, FEATURING A SENSATIONAL SLAM-BANG SELECTION OF SOME OF THE MOST OVER THE TOP ON-STAGE ROCK SHOTS IN EXISTENCE!
FREE WITH ISSUE 429 (ON SALE FEBRUARY 3): A GIANT BON JOVI POSTER SPECTACULAR, JAM-PACKED FULL OF HOT NEW PHOTOS AND NEVER-BEFORE-REVEALED FACTS ABOUT THE WORLD'S GREATEST COMMERCIAL ROCK BAND!
SO IF HEAVY METAL IS YOUR GAME, WHY DON'TCHA GET...
KERRANG!
...ON SALE EACH AND EVERY METAL-LOVIN' WEDNESDAY!



1 PLAYER

PRICE	IMPORT
BY	MINDSCAPE
RELEASE	OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:EARNED IN GAME
SKILL LEVELS: 1
REPONSIVESS: OKAY
GAME DIFFICULTY:MEDIUM

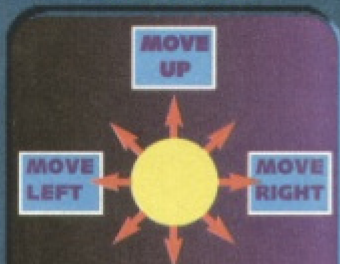
1ST DAY SCORE

6,500

ORIGIN

This is best described as a cross between Road Rash and Test Drive, with overtones of the Mad Max series of films.

HOW TO CONTROL



A Brake.

B Accelerate.

C Fire.

S Starts and pauses the game.

HOW TO PLAY

Drive along, blasting evil men on various forms of transport. Reach the next town, drain it of supplies and move on.



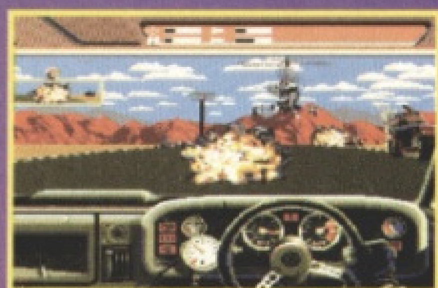
The future doesn't look very promising. Nuclear devastation has almost destroyed the Earth, polluting the atmosphere and the soil. Millions of lives were lost, but somehow the human race has adapted. Unfortunately, global warming is currently baking the Earth and water is in short supply.

However, one man, Dr Beaumont, has managed to create a water replicator which may just save the world and ensure a bountiful future. However, he has been kidnapped by a madman who wants sole control of the Earth's only reliable source of water.

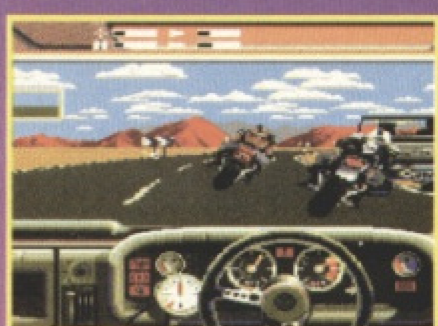
One man has been chosen to save Dr Beaumont. One man who knows the barren wastelands like the back of his hand. One man who's *that* hard. That man is you.

Drive along the road network, blowing up evil-doers out to stop you in your task. Scavenge around for extra supplies and collect them to survive. You need them to make your way through 28 different towns.

Just remember, the fate of the Earth rests on your shoulders...

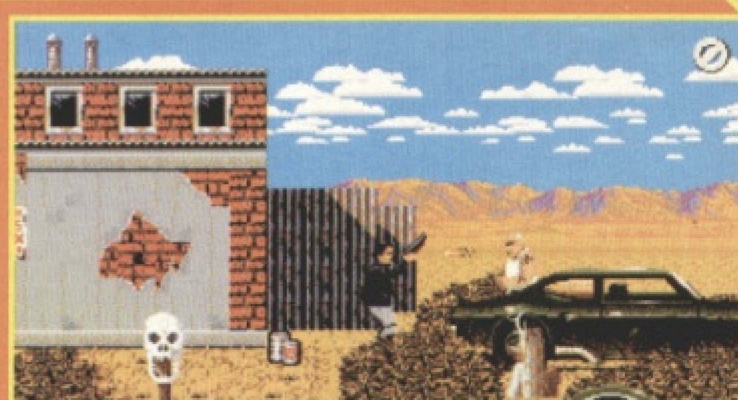


▲ ***Use SAMs to blow up those 'copters. Yeah!***



PULL OVER! PULL OVER!

When you reach the next town on your journey, it's advisable to pull over and scavenge some supplies. However, the locals aren't really very helpful and the only way to get their stuff is to either beat them senseless or shoot them dead! Get the stuff and head back to your motor and carry on the quest.



Watch that food on the floor - it's radioactive. Deadly!



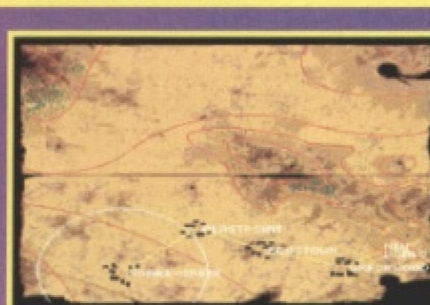
SHOOTING OFF IN FRONT

There are two principle weapons for firing ahead in Outlander. There's your average machine gun mounted on the front of the car — ideal for blowing up bikers and cars. For air targets, look out for SAM (Surface to Air Missiles). Pressing C three times sends off one of these highly dangerous weapons.

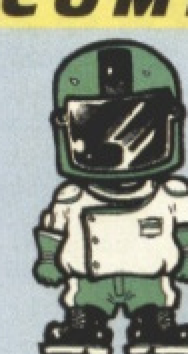


GET YOUR MAPS OUT

Pressing START brings up the map of the Wastelands and lets you see your progress. Although not really that helpful, it does come in handy to see how far it is to the next town. Will you heed the warning of your fuel gauge and pull over, or do you think you can make it to the next town?



COMMENT



RICH

Initially, I was very disappointed with Outlander. It looked like a poor version of Road Rash, with less variety in the scenery. However, I took the game home, played it for a couple of hours and now I'm converted! The game is literally action-packed. There are loads of explosions per minute as you blast bikers off the road, blow up helicopters with guided missiles and barge cars off the road. I love the way you can suddenly brake, causing bikers behind you to sprawl all over the hood! However, Outlander has its faults. For one, there isn't really that much variety between the levels. All that changes is the amount of meanies. I'd have liked to have seen more variety in the actual backdrops. As it is, I really enjoyed playing this and I'm sure action fans will get a kick out of this.

▼ ***Certain death befalls our hero. Arghhhh!***

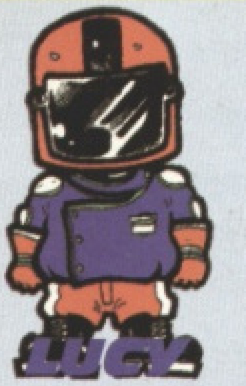




REVIEW

LONG TERM REPORT	BREAKDOWN
HOUR	STRATEGY
DAY	ACTION
WEEK	CHALLENGE
MONTH	REFLEXES
YEAR	

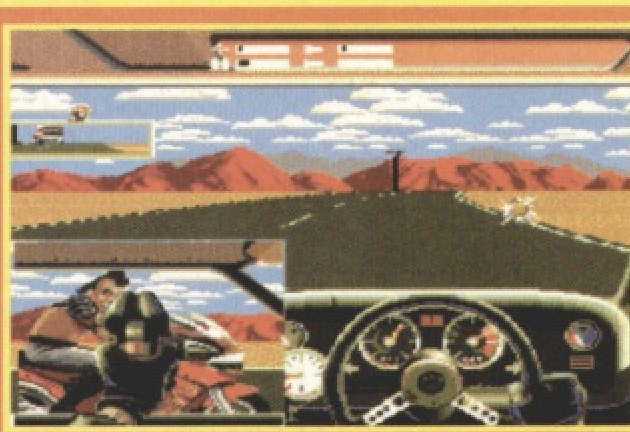
COMMENT

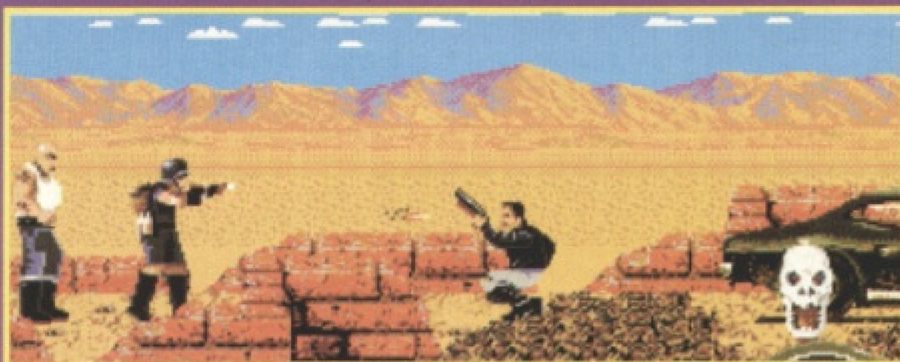


The main thing this game lacks is variety. At first, it all looks fairly impressive but when you've done the same 'driving around and blasting things' for upteen levels, the novelty soon wears off. Initially the from-the-car view looks fairly impressive as you blast all and sundry to smithereens, but then you realise this actually means that you don't ever see yourself crash — until it's Game Over — which kills the excitement somewhat. The walkabout bits are frankly appalling with stiff and badly animated sprites and boring means of wasting the bad guys. Having said all that, the game's not all bad — there's a fair amount of action and it's pretty good fun. But if it's racing action games your after, I'd go for Road Rash II every time.

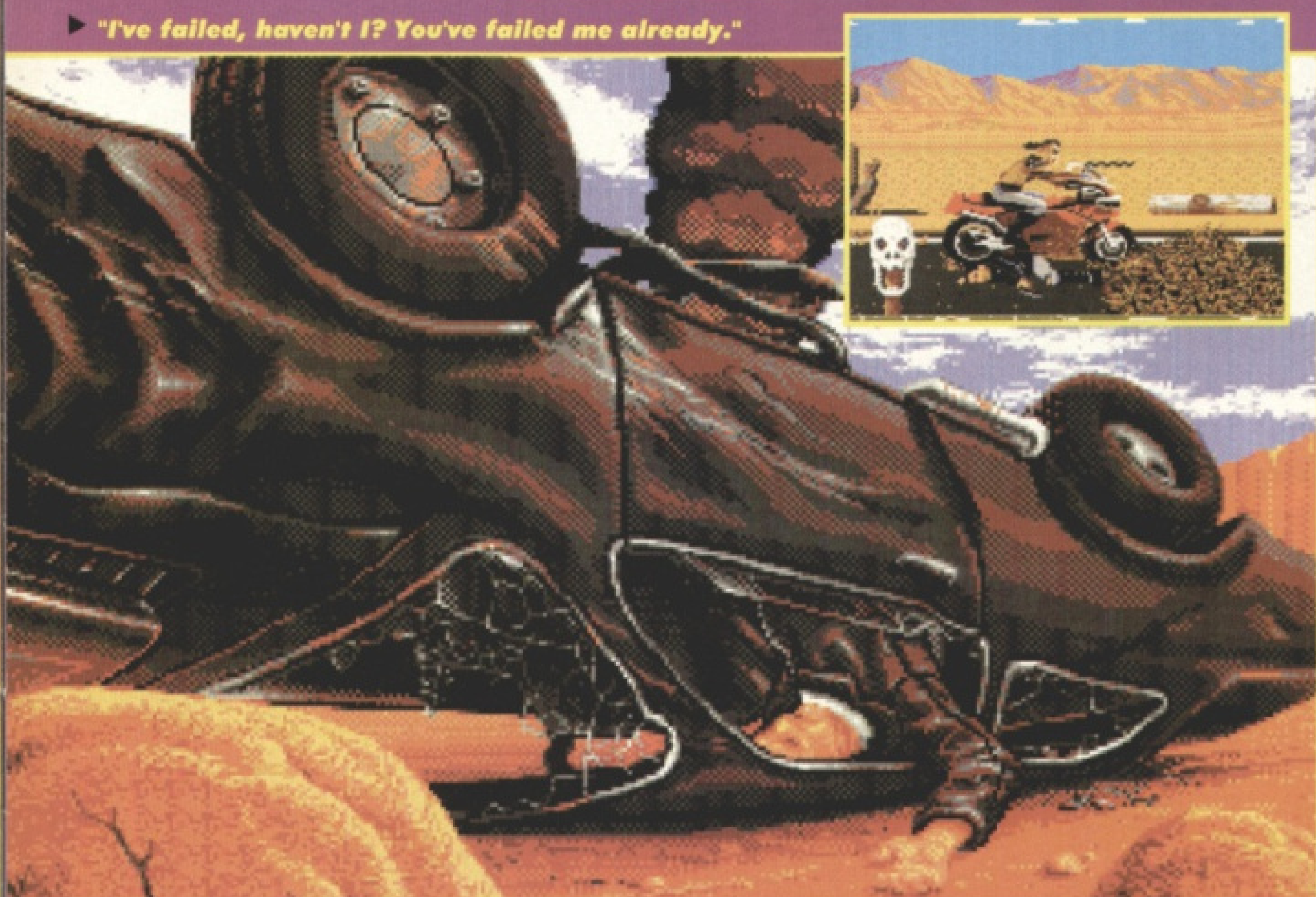
SHOOTING SIDEWAYS

Your sawn-off shotgun comes in handy for any targets on the road beside you. A window appears at the bottom of the screen, which enables you to target your enemies and let rip!





▶ *"I've failed, haven't I? You've failed me already."*



PRESENTATION 77

▲ There's a password feature and some great stills...
▼ But other than that, not a lot, we're afraid.

GRAPHICS 74

▲ The 3D is a tad jerky, but it works extremely well. The still screens are good too.
▼ Unfortunately, the sideways scrolling sections are graphically flat.

SOUND 83

▲ There's some very atmospheric music in the game, along with some decent sound effects...
▼ But some of the effects do seem a bit flatulent — the other biker's engines for one.

PLAYABILITY 80

▲ The action in the game is fast and extremely furious and although the game isn't immediately addictive, it does grow on you.

LASTABILITY 75

▲ There are 28 different levels in the game, which does sound like quite a lot...
▼ But there isn't really much variety between each of those 28 levels, which limits lastability.

OVERALL 78

This game is very fast and packed with action, along with some decent touches. Road racer fans with a taste for violence should definitely check this out.



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LOOKBACK

Join us as we turn the clock back two years to a time when Mickey Mouse was THE state-of-the-art in Megadrive platform gaming. Jaz and Rich check out what was reviewed in MEAN MACHINES issue five and see how well those games would do by today's standards.



CASTLE OF ILLUSION STARRING MICKEY MOUSE

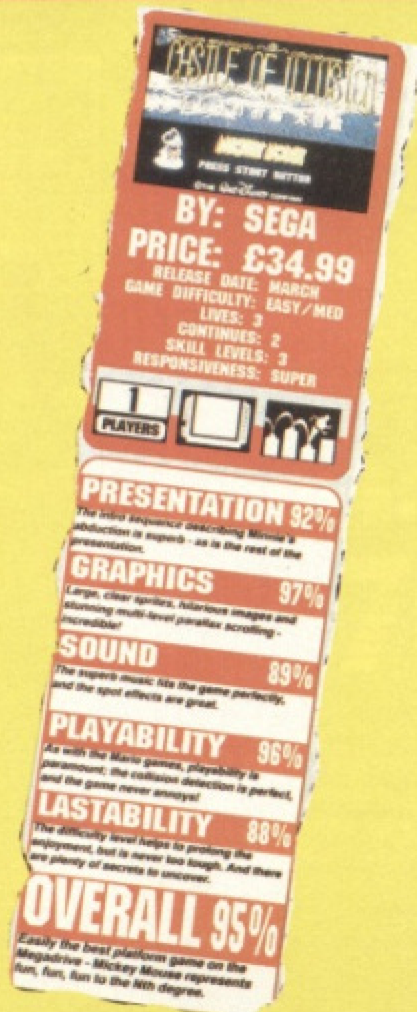
MACHINE: MEGADRIVE
BY: SEGA

The first Disney game stunned us all when we first got hold of it. Mickey Mouse had it all: great graphics, superlative sounds and gripping gameplay.



WHAT WE SAID THEN

JAZ: It's a stunning game and has an addiction that has you eating your meals while you play, and giving up hours of sleep on consecutive nights.
MATT: The backdrops are phenomenal with the best parallax scrolling yet seen on the Megadrive. The sprites are gorgeous too; Mickey himself is the best with a range of facial expressions and poses that put other "cute" characters to shame.


BY: SEGA
PRICE: £34.99
RELEASE DATE: MARCH
GAME DIFFICULTY: EASY/MED
LIVES: 3
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVENESS: SUPER
1 PLAYERS

PRESENTATION 92%
The intro sequence describing Minnie's abduction is superb - as is the rest of the presentation.

GRAPHICS 97%
Large, clear sprites, hilarious images and stunning multi-level parallax scrolling - incredible!

SOUND 89%
The superb music fits the game perfectly, and the spot effects are great.

PLAYABILITY 96%
As with the Mario games, playability is paramount; the collision detection is perfect, and the game never annoys!

LASTABILITY 88%
The difficulty level helps to prolong the enjoyment, but is never too tough. And there are plenty of secrets to uncover.

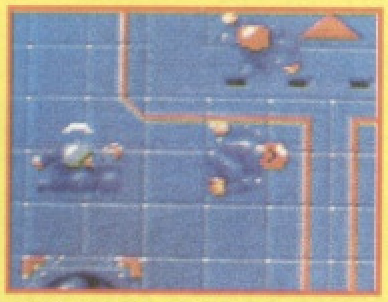
OVERALL 95%
Easily the best platform game on the Megadrive - Mickey Mouse represents fun, fun, fun to the Nth degree.

WHAT WE SAY NOW

JAZ: This was the first truly brilliant Megadrive platform game and boasted amazing graphics for its time. Although there are loads of newer, slicker platform games around, Mickey Mouse is still a great game and would only just miss out on a Megagame award if it was reviewed today.
RICH: Mickey Mouse is still an excellent cart, but platform games have developed a lot since then and this doesn't compare favourably with the likes of Sonic II and World of Illusion. It's also too easy as well — deduct 10% from each mark and I'd be happier.

SPEEDBALL

MACHINE: MASTER SYSTEM
BY: IMAGEWORKS



Score goals and beat people up in this violent future sport. Jaz thought that the game was way too easy when it was reviewed. Imageworks promptly revamped the game making for a much more challenging game.

WHAT WE SAID THEN

JAZ: As a simultaneous two-player game, it's superb, combining fast and furious (and pretty violent) gameplay with excellent graphics.
MATT: Speedball is one of those games that adds another dimension to console software; it's relatively original, exciting to play, and it has a sense of humour.



WHAT WE SAY NOW

JAZ: The two-player element is still fun, but 70% would be what it'd get today - Speedball II is miles better.
RICH: Well, this is okay I suppose, but why buy this when the superior Speedball II is available. As it is, I'd probably deduct two or three percent from each of these marks.

ESWAT

MACHINE: MEGADRIVE
BY: SEG



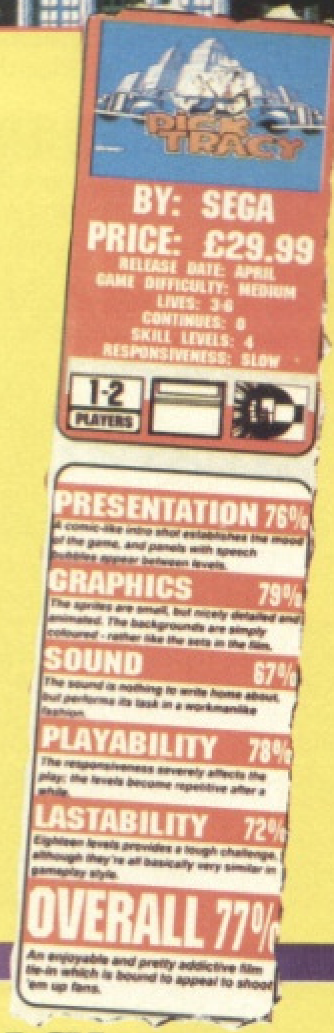
Wander around the eight-way scrolling cityscapes, dishing out murderous mayhem to a whole host of punks and their crime bosses.

WHAT WE SAID THEN

JAZ: After the disappointing Master System version of ESWAT, it's nice to see that the Megadrive game is a whole lot more playable, with classy audio-visuals to match.
MATT: With its large number of moves and varied foes, ESWAT resurrects an old formula and attempts to bring it to the 16-bit format; and it that respect it's successful.

WHAT WE SAY NOW

JAZ: It's getting on a bit now, but ESWAT still provides decent and challenging blasting action. I'd only knock off a couple of percent these days.
RICH: I still like this game, and unlike a lot of games of its type, it is very tough to master. However, it has aged slightly, with the overall look of the game looking pretty dated. I'd knock the marks down about 5% if I was reviewing this today.





DICK TRACY

MACHINE: MASTER SYSTEM
BY: SEGA

Guide Dick as he shoots off on the scrolling streets, wasting gangsters and their twisted bosses.

WHAT WE SAID THEN

JAZ: There's plenty to please shoot 'em up fans, and the graphics are very similar to the four-colour film. If you're after a good blast, check this out.
MATT: This isn't an atrocious game, but simply one that lacks the "oomph" to make it something special.

WHAT WE SAY NOW

JAZ: To be honest, the standard of Master System shooting games hasn't improved in the last two years, so I'd give it the same rating.
RICH: I'd keep the marks as they are. Although the game has its faults, it's still a good laugh with fast 'n' furious shoot 'em up action. Shoot 'em up fans should get hold of this.

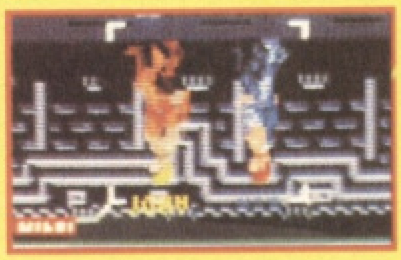
CRACKDOWN
MACHINE: MEGADRIVE
BY: SEGA

Guide Ben Breaker (and his pal, Andy Attacker, in two-player mode) as they run around the scrolling buildings planting bombs, shooting evil men or beating them up viciously.

WHAT WE SAID THEN
JAZ: I enjoyed playing this great arcade conversion — it features a tense and exciting atmosphere as you sneak around planting bombs and avoiding baddies.
MATT: Crackdown was a fun coin-op to play, and the Megadrive version retains almost all of the arcade's playability, but with slightly smaller graphics - hardly surprising considering the size of the coin-op's screen!

WHAT WE SAY NOW
JAZ: I've gone off the arcade game now, and the slowdown in two-player mode is really irritating, especially as this was designed to be a head-to-head game. 15% off all the ratings.
RICH: Although this game is still mildly entertaining, I found the pace very slow (and the slowdown in two-player mode is excruciating). I'd take the marks down around 10% — Crackdown is okay, but nothing special at all.





CYBER SHINOBI
MACHINE: MASTER SYSTEM
BY: SEGA

Cyber Shinobi's a lot like the other Shinobi games for the Sega series of consoles, except that the scrolling is naff and blocky and the graphics are crappy. The MEAN MACHINES lads didn't like this one much when they reviewed it.

WHAT WE SAID THEN
JAZ: Cyber Shinobi features some rubbish graphics, with gaudy and badly defined backdrops, jerky scrolling and very poor sprites.
MATT: As for the music... well, let's just say that Mozart's got nothing to worry about.

WHAT WE SAY NOW
JAZ: It must have been charity to Master System beat 'em ups month! Cyber Shinobi is absolute cack - there should be a T between the I and the N - and deserves 25% off all the marks.
RICH: Urghhh! Two years on and I had almost forgot the sadness that was Cyber Shinobi. Now I have been brutally reminded. Cyber Shinobi's rubbish. Everything about it is awful. I'd deduct 20% from each mark, including the overall percentage.

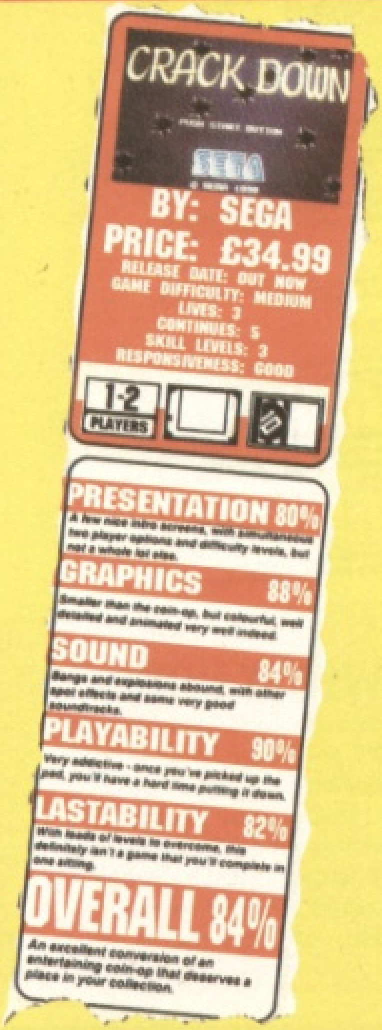


SWORD OF SODAN
MACHINE: MEGADRIVE
BY: ELECTRONIC ARTS

Choose to be either male or female, then infiltrate the evil Zoras' lair, chopping up his pals on the way to the final confrontation with the lord of evil!

WHAT WE SAID THEN
JAZ: At first it looks pretty tasty with impressive opening screens, large sprites, colourful backdrops and great sound. However, good a though they might be, they simply don't paper over the gaping cracks in Sword of Sodan's gameplay.
MATT: The graphics are superb and the sound isn't bad, but the gameplay is sadly lacking in any sort of variety whatsoever.

WHAT WE SAY NOW
JAZ: Sword of Sodan is a load of old tosh!. Presentation, graphics and sound down by 10%. 15% off playability, lastability and overall.
RICH: The gameplay is just too repetitive. As far as marks go, this would probably just scrape around 50% if it was reviewed.



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PREVIEW

MUTANT FOOTBAL

Take a generous dollop of John Madden-type footie strategy, add a handful of repulsive video-nasty players, a heap of booby-trapped playing fields and corrupt refs and mix it all up with a bit of EA ingenuity for the bloodiest football game around — Mutant League football.

Originally called Mud And Guts Football (an extraordinarily appropriate title), Mutant League Football on the Megadrive makes maiming and killing other players an every day event — it's wild, weird and ultra-gory.

The hardest, baddest mutants in the galaxy — trolls, aliens, skeletons, robots and super-humans — slug it out for the sweet taste of victory.

Although the game looks like a no-holds-barred blood bath, it actually features real football strategy like in John Madden Football, requiring a lot of skill. The unique added extras include booby-trapped playing fields, land mines, thin ice, potholes and bribed officials to name but a few.

Devastating hits, all-out brawls and wicked obstacles result in your team being maimed or blown apart in sickeningly blood-rending scenes so keep an eye on their blood-level otherwise you may end up playing short-handed when players are 'lost' (roughly interpreted as being kicked witless by the opposition).

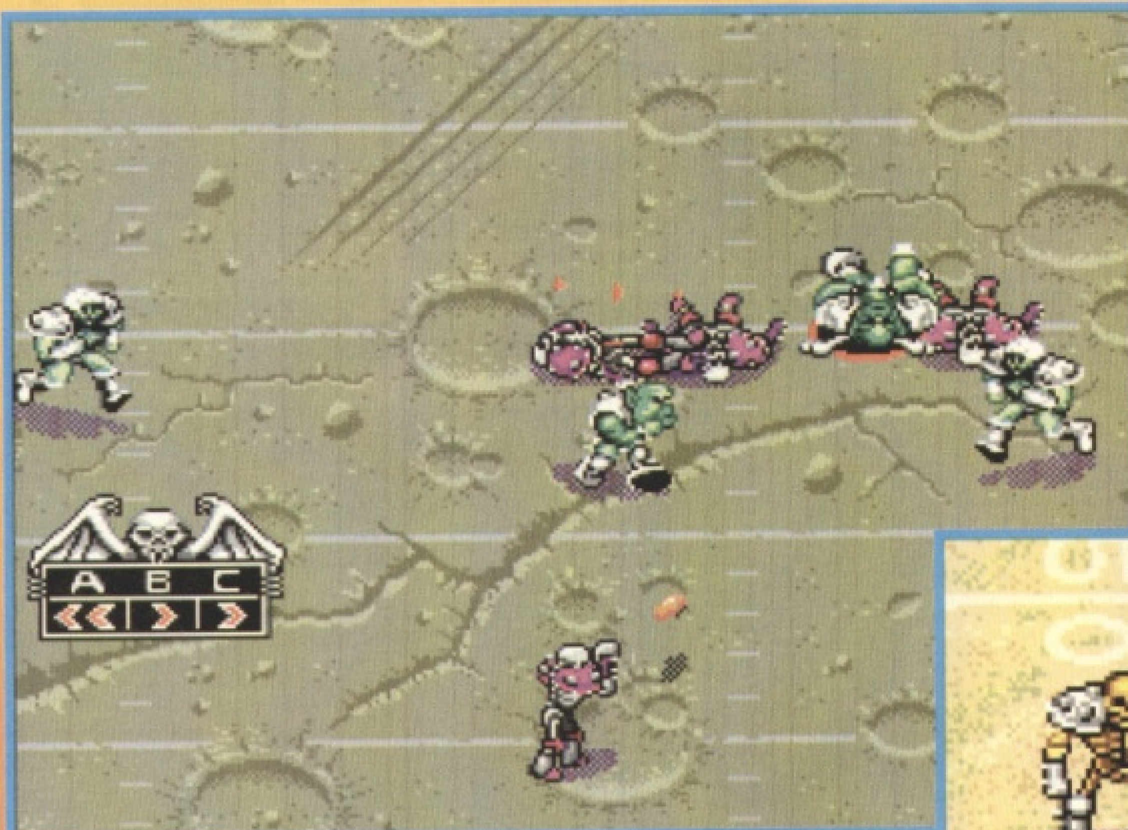
In one or two simultaneous play, choose from 16 delightfully named teams such as the Deathskin Razors, Midway Monsters and Ice Bay Bashers and three all-star teams, each with a different mix of players.

There are 19 different stadiums, all with different obstacles and the stats can be accessed any time during the game, as well as at the end of the half and the game. Just don't upset your manager because, not content with tearing his hair out at your incompetence, this guy takes it one step further and rips his face off!

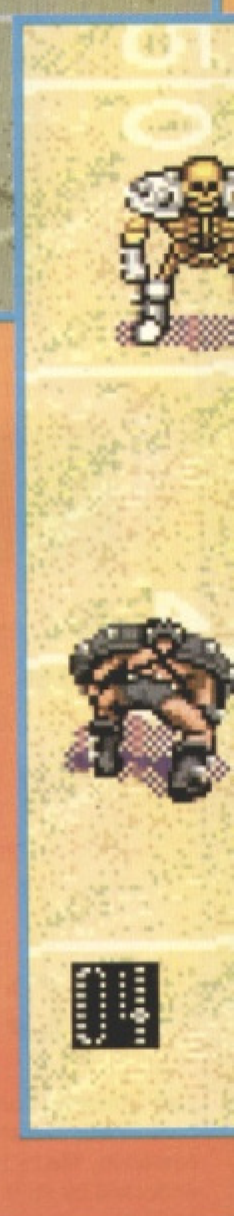
From what we've seen so far, this game is going to be HOT! The graphics are large and detailed and there's a host of imaginative ways of literally killing off the opposition.

Some of the wild plays include Hail Scary and Death Bone and then there's the QB Blast — the QB lobs dynamite sticks. The only thing there doesn't seem to be an awful lot of are rules which is no bad thing. Of course, if all else fails you can always bribe the ref and if that doesn't work — no problem — just KILL HIM!

Mutant League Football is supposedly hitting the shelves in March but we'll be bringing you the full review in MEAN MACHINES SEGA ages before that, because we're skill. Don't miss it!



▲ *A guy could get a nasty chafe on that pitch. Sack the groundsman somebody!*





▲ *Highland sword dancing — Mutant League style!*

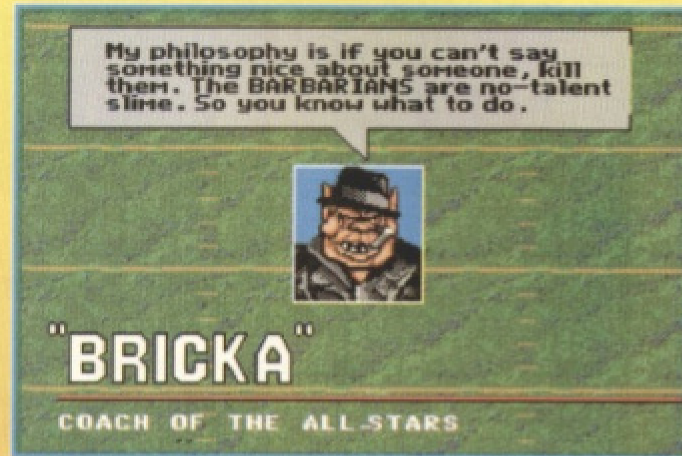


LEAGUE



▲ Heads just don't clash' they roll in this game...

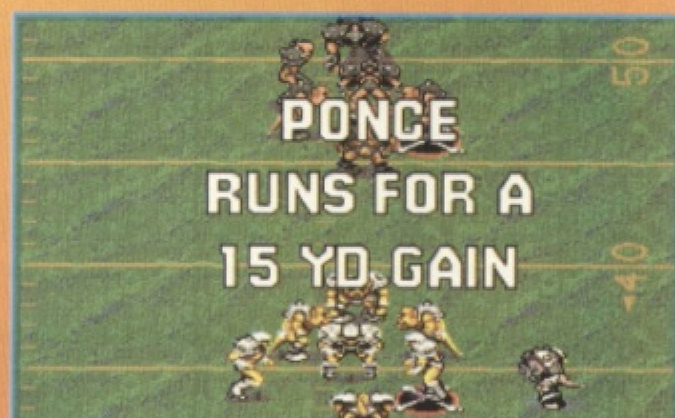




▲ Home spun philosophy from the aptly-named Bricka.



▲ It's him again. And he's brought his stats!

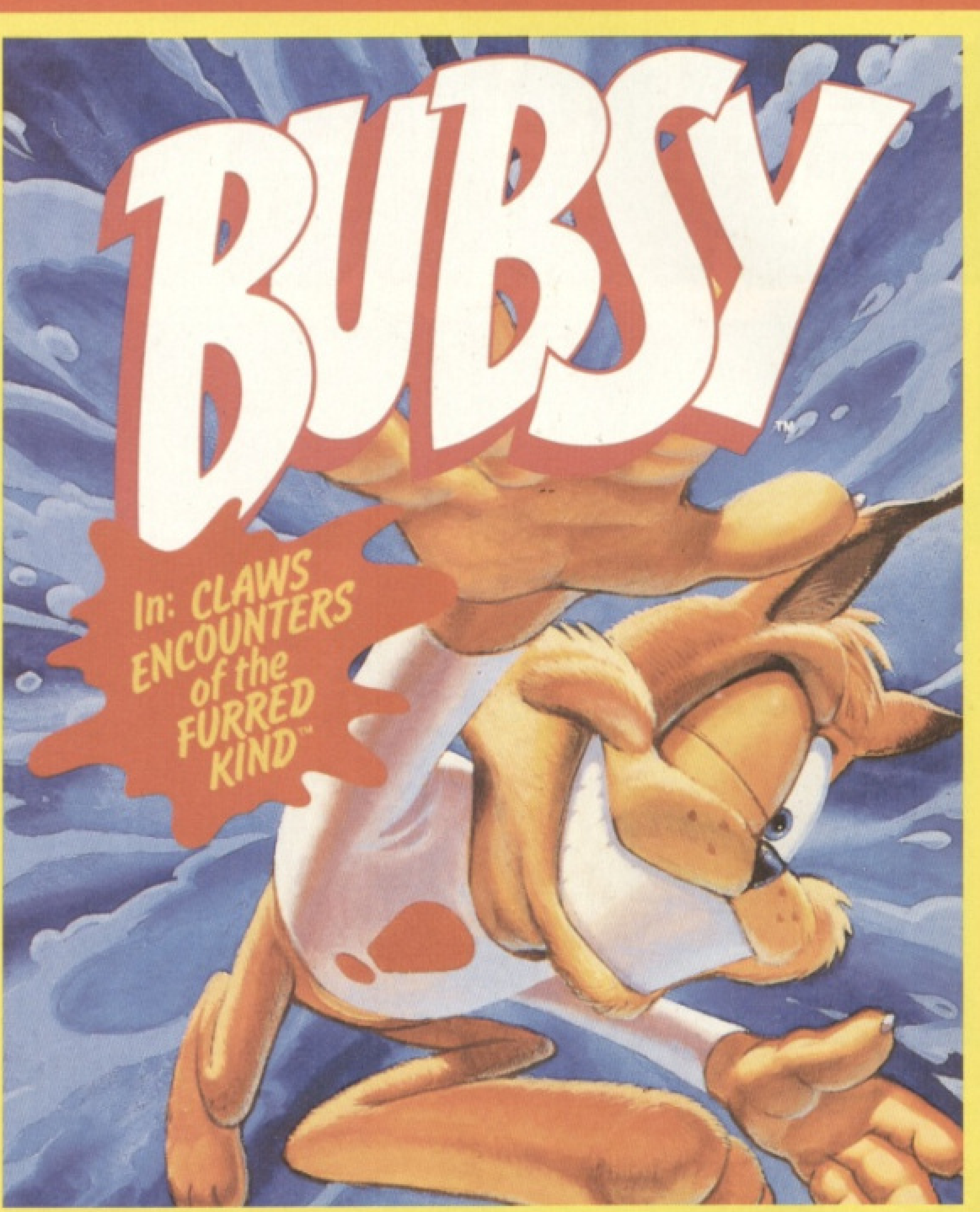


▲ The mind boggles...



1-2 PLAYERS	BY:EA	PRICE TBA	RELEASE MARCH

PREVIEW



Okay, so it's a groan-inducing title but Bubsy the Bobcat is the coolest cat in the universe and he's coming soon to a Megadrive near you, courtesy of Ballistic.

In a monstrous 16-meg platform jaunt, Bubsy's life or death mission is to save the world's lowly yarnballs from a fate worse than death.

The Earth has been invaded by the terrifying Woolies who hail from the planet Rayon and are intent on sucking our world dry of yarnballs to feed the insatiable high-fibre plasma engines which power their civilisation.

The Twin Queens of Rayon, Polly and Esther (who are probably much tougher than they sound) have sent down the dreaded yarn-plated saucers of Silk to do the dastardly deed.

There's five worlds to conquer, each containing three chapters and end bosses — plenty of room to swing a cat there then.

Thanks to over 40 animations in his repertoire, Bubsy's an expressive kind of cat and his exhibitionist nature is shown to the hilt as he waddles through wild water slides (thinking how much cats hate water gives you a pretty good idea of what sort of face he pulls).

Help the king of cats avoid falling rocks, eggs, rolling manhole covers, cheesewheels and projectile gumballs as well as ferret out secret rooms, levels and bonuses.

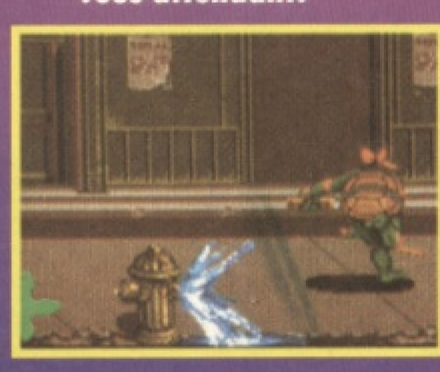
He climbs mountains, trees and houses, takes to the wheel of wacky cars and cat-handles enemies in a fury of fur and blood in no claws barred catfights. To top it all, Bubsy will be one of the first animated video game characters to actually speak.

Catch the full review in a future issue of MEAN MACHINES SEGA.

TEENAGE MUTANT NINJA TURTLES



▲ *Sur le bateau pirate, de joyeau x combats vous attendant.*



Hurrah! Konami are at last entering the Sega market with one of its first offerings being the arcade conversion of those shelly-backed amphibians of the sewers — the Turtles.

It's pizzas ahoy as with shortened names (Michelangelo, Leonardo, Raphael and Donatello obviously sounded to arty and pretentious) Mike, Don, Leo and Raph emerge from whatever smelly hole they originate, polish up their shells, don their trendy face masks, and take up arms to kick some Shredder butt.

The dastardly Shredder and his inhuman minions have half-inched poor April O'Neill, the young turtles' bosom buddy, and stashed her where the sun don't shine. And undoubtedly, there's some sordid plot to take over the world in there somewhere as well.

It's up to you, by yourself or with a mate, to jump



BY:BALLISTIC

1 PLAYERS

PRICE £39.99

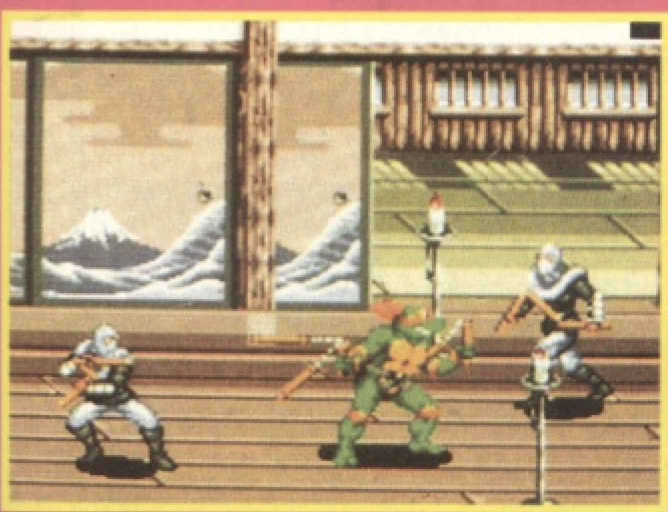
RELEASE APRIL

◄ Aid the boy Bubsy in his quest and save the sweaters of the world!

▼ Bubsy and Alien scum slug it out as a small bunch of Woolie onlookers cheer their lad on. Come on Bubsy, knack 'im!











into some scaly skin then slash, bash, jump, crawl, cut, kick and hit your way through hordes of unpleasantries, yelling 'Yo dudes' a lot, to save April and possibly the world.

Under sewers, over rooftops, through the streets you go, taking in the famous sights of Manhattan like the Statue of Liberty and the Empire State Building, using any weapon that comes to hand to achieve your goal.

As you can see from the screenshots dotted on this page, the game is so far looking pretty fab with lots of fast and furious action to go with groovy looking graphics and the big, bold sprites.

Keep your eyes focused on MEAN MACHINES SEGA for a full lowdown. Coming soon...

BY:KONAMI

1-2 PLAYERS

PRICE £39.99

RELEASE APRIL



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GAMES INDEX

MASTER SYSTEM

ACE OF ACES
Take on the Red Baron in this WW1-based flight sim/shoot 'em up. Actually, you'd better not, because shambling graphics, poor sound and virtually zero playability make Ace of Aces a full-blown loser. Oh dear.
OVERALL 29%

ACTION FIGHTER
Take to the roads and skies in your transforming motorcycle/'plane in Action Fighter - a conversion of Sega's ancient vertically scrolling shoot 'em up. Whilst looking a bit dated, Action Fighter's simple gameplay is still quite addictive, and the colourful graphics and bouncy tunes accompany it well.
OVERALL 84%

AERIAL ASSAULT
Aerial Assault is a horizontally scrolling shoot 'em up in the mould of UN Squadron stacked with power-ups and flaming death. The graphics are quite simple and the sound is unappealing, but Aerial Assault is quite good fun. Be warned however, it won't take long to complete.
OVERALL 82%

AFTERBURNER
Arcade Afterburner was enjoyable because of its moving cabinet and fab graphics and sound. Sadly, the Master System has none of these, and the basic game itself is really quite dull (and very easy). Only for real coin-op fans.
OVERALL 51%

ALEX KIDD IN MIRACLE WORLD
This is the first in the Alex Kidd series, and it's still one of the best. The blend of platforming and puzzles works well and although the graphics aren't so hot they don't detract from this entertaining platform romp.
OVERALL 86%

ALEX KIDD IN HIGH-TECH WORLD
A continuation of the Alex Kidd saga, this is essentially much of the same - more wacko platform action with loads of bonuses and other bits and bobs. Again, the graphics and sound are really good, but there's nothing that makes this any better than the original.
OVERALL 76%

ALEX KIDD IN SHINOBI WORLD
The latest and greatest Kidd game. Al now has the powers of Ninja magic and must traverse a parody of the Shinobi landscape to rescue his girl. This is a humorous and very playable cart with smart graphics and okay sound. Recommended.
OVERALL 90%

ALEX KIDD AND THE LOST STARS
Once again Alex must don his puzzle solving/platforming trousers to save the day. More cute sprites, general colourfulness, jolly tunes and fun gameplay. Although it's very similar to the other games in the series, Kidd fans should take a look.
OVERALL 80%

ALIEN STORM
You are Gordon the hot-dog man (or his robot assistant) and you must rid the world of an alien menace in this Golden Axe-style game with shoot 'em up overtones. Sadly, the graphics are the best thing about the game are the graphics - and they're crap. Avoid this one.
OVERALL 38%

ALIEN SYNDROME
This gory blaster was a big arcade hit, and on the Sega it's not bad either. The graphics are of a high quality and it's fairly playable, but the poor scrolling makes it difficult to see what's coming at you. This tends to make things a bit hard, so only experienced gamers should go for this one.
OVERALL 73%

AMERICAN BASEBALL
Cor blimey, a baseball game. This one's got good graphics, plenty of options and is pretty fast paced. If it's baseball you're after, this is the cart for you.
OVERALL 74%

AMERICAN PRO FOOTBALL
Although this has been out for a while now, it's still the best American Football game on the Sega. The graphics are great, the sound is good, there's lots to do, it's pretty challenging and very playable indeed. Certainly one for the collection.
OVERALL 95%

ARCADE SMASH HITS
This is potentially a great game. Missile Command, Breakout, and Centipede are converted onto the Master System and bundled together on one cartridge. The only problem is, Missile Command is the only half-way decent game out of the lot of them and none of them at all are accurate conversions of the original. A wasted opportunity.
OVERALL:OVERALL 51%

ASSAULT CITY
It's Op Wolf time with Assault City. Shoot those robots to make the world a better place. Assault City's graphics are quite jolly, and the game is fun, although somewhat easy. One for non-light phaser owning Operation Wolf fans.
OVERALL 70%

ASTERIX
Take the mantle of both Asterix and Obelix in this new platform adventure. The graphics are great, the sound's not so bad and it's pretty playable. Unfortunately, there are a few instant-death frustrations and pointless infinite continues. Still, overall it's a pretty good game.
OVERALL 80%

ASTRO WARRIOR/PITPOT
A very old cart, this, but it's still not bad. Astro Warrior is a decent enough up-screen blaster and Pit Pot is a fun original game which rounds the cart out quite nicely. If you can find this for a bargain price it's worth a look.
OVERALL 79%

AZTEC ADVENTURE
Considering the plethora of other RPGs on the Sega, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague!
OVERALL 38%

BACK TO THE FUTURE II
As Marty McFly you must beat five levels of platforming, jet-skating and puzzling. That is, if you don't fall asleep first. Yes, this is a proper snooze - and it's frustrating to boot. Add the poor presentation to this and forsooth - 'tis but a turkey.
OVERALL 37%

BACK TO THE FUTURE III
Marty is back! Featuring great graphics and sound, this is a fun game which is ultimately let down by the fact that it only has three levels and doesn't take long to finish.
OVERALL 68%

BANK PANIC
This ancient arcade conversion tests your reflexes and hand-to-eye co-ordination. The lasting appeal is limited, as the gameplay is quite simple, but this is a cheap cartridge and well worth having a look at.
OVERALL 78%

BASKETBALL NIGHTMARE
Featuring very impressive, beautifully animated in-game screens, this basketball game looks great! But when it comes to playing the game, it's all rather simplistic and dull and the end result is a mediocre basketball game with some very fancy graphics.
OVERALL 56%

BATTLE OUT RUN
Take to the highways in this Chase HQ-style car-crashing game and bump the baddies off the road before they escape! Although Battle Out Run isn't as challenging as Fire and Forget II, there's enough in there to warrant purchase - give it a go if you're into fast action.
OVERALL 80%

BLACK BELT
Take control of a kung-fu expert and battle it out across a horizontally scrolling landscape beating seven kinds of shinola out of anyone stupid enough to cross your path. It's definitely one of the better Sega beat 'em ups around, and is highly recommended.
OVERALL 81%

BLADE EAGLE 3D
One of those rare 3D glasses games, and this one isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. If you're desperate for a 3D game, try this out - but not before taking a look at Space Harrier 3D or 3D Out Run.
OVERALL 51%

BOMBER RAID
Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter craft deep into enemy territory with the intent of causing as much damage as possible. It's pretty good fun, but the game isn't difficult to beat, so although you tend to play it a lot at first, it doesn't take long before you finish it and become bored.
OVERALL 71%

BONANZA BROS
A conversion of the so-so coin-op, Bonanza Bros plays much the same as the original, but is far too easy to complete and only has a one-player option. Doh! Not the greatest cartridge money can buy...
OVERALL 57%

BUBBLE BOBBLE
Acknowledged as one of the best coin-ops ever, Bubble Bobble has at last made it to the Master System. And hooray for us because it's great. All the levels are here and it's rock hard - you won't complete this one overnight that's for sure. There is some slow-down and sprite flicker however, so be warned.
OVERALL 85%

CALIFORNIA GAMES
This wacky sports sim has six events: half-pipe, foot bag, surfing, roller skating, BMX riding and frisbee-throwing. The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive. A must for your Sega.
OVERALL 93%

CAPTAIN SILVER
This dire hack 'n' slash game was originally a coin-op - so it'll come as no surprise that it completely bombed. The graphics are crap, the sound is woeful and the gameplay is poor.
OVERALL 47%

CASINO GAMES
Casino is a gambling game which offers three basic things to choose from: cards, slot machine and pinball. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.
OVERALL 46%

CHASE HQ
This race 'n' chase 'n' crash 'n' burn game is as exciting as it was in the arcades, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.
OVERALL 86%

CHOPLIFTER
With excellent graphics and challenging gameplay, Choplifter is one of the best horizontally scrolling shoot 'em ups around. Take it for a flight.
OVERALL 89%

CHUCK ROCK
One of the best platform games on the Master System, Chuck Rock scores highly owing to its highly enjoyable gameplay and superb graphics and sound. Well deserving of your hard-earned cash.
OVERALL 90%

CLOUD MASTER
Featuring simple, colourful and very weird graphics (like giant chickens and bowls of noodles), this shoot 'em up is a very straightforward and fairly enjoyable blast. Not great, but not bad either.
OVERALL 73%

COLUMNS
The colour-matching arcade puzzle action of Columns might not sound exciting, but it's one of the most addictive games available on the Sega. Play it and see for yourself!
OVERALL 90%

CYBORG HUNTER
The mission of this arcade adventure involves penetrating a well defended complex, destroying all the robots therein, and finally confronting the man behind it. It's all quite jolly and action-packed, but originality and good graphics are very thin on the ground.
OVERALL 71%

DEAD ANGLE
This Operation Wolf-style coin-op conversion takes you back to the gangster years of the 1930's and casts you as a copper on a mission to wipe out an evil gang. The graphics are great, with plenty of neat touches,and the gameplay is very addictive. Easily one of the best shooting games on the Sega, this is well worth taking a look at.
OVERALL 83%

DONALD DUCK AND THE LUCKY DIME CAPER
Another Disney star gets his own Sega game, and once more it's a platform game. Luckily, Donald follows the Disney trend all the way and his game is excellent. It's also hard enough to keep you going for a-a-ages, so prepare to spend thy dosh on this fab cart.
OVERALL 92%

DOUBLE DRAGON
A fairly good version of the classic beat 'em up which is let down by its flickery graphics and rather low difficulty level. Beat 'em up beginners should enjoy the action, but experts will complete it quickly.
OVERALL 70%

DYNAMITE DUKE
A slight twist on the Op Wolf format here sees you as Duke punching, stabbing and shooting your way across the globe facing opposition from evil all the way. Nice graphics, nice sound, shame about the game. It's fun at first, but it's quite repetitive and too easy. For coin-op fans only.
OVERALL 79%

DYNAMITE DUX
The graphics on this wild 'n' wacky duck-based beat 'em up are truly superb, with bazooka-carrying foxes, marauding moose heads and gangs of field mice all entering the fray. The gameplay is fun, but it's all a little too easy, so expert gamers won't get full value for money from it.
OVERALL 79%

GAME INDEX

ENDURO RACER
This motocross racing game is one of the easiest Sega cartridges to complete. Ten levels of diagonally scrolling track lie between you and the finish line, and even a novice should be able to burn all the way through to the end in a single sitting. Zzzzz.
OVERALL 32%

ESWAT
After the rather nifty arcade game, this is a disappointment. Wimpy weapons, feeble graphics and five levels of not-very-difficult action means completing this takes very little time and effort.
OVERALL 59%

F16 FIGHTER
This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the eponymous F16 Fighter against the swarms of enemy aircraft and blow them up to keep in the game. The graphics and sound are average, and the gameplay soon becomes dull. Avoid it.
OVERALL 48%

FANTASY ZONE
This wacky horizontally scrolling shoot 'em up has the wildest, most colourful graphics ever seen. The gameplay is very addictive indeed, and there's plenty to challenge a hardened shoot 'em up fan@OVERALL:OVERALL 87%

FANTASY ZONE II
A superb shoot 'em up, but suffers from being too similar to the original. If you haven't already got Fantasy Zone, buy this one instead.
OVERALL 88%

FANTASY ZONE III
Not a scrolling shoot 'em up this time, instead the third in the Fantasy Zone series takes the player to a series of mazes where he must negotiate a variety of hazards and baddies to win the day. The game is a load of fun and, although the graphics are simplistic, there's plenty there to keep anyone happy for days on end.
OVERALL 81%

FIRE AND FORGET II
Fire and Forget II's zoom-up-the-road action is very fast and pretty tough, almost to the point of being off-putting. However, once you get used to the speed of things, you start getting into the action and rise to the considerable challenge. A must for addicts of highway violence!
OVERALL 86%

FORGOTTEN WORLDS
Become a hard floating mercenary with a flying gun in Forgotten Worlds and shoot lots of things. Yes, it's a horizontally scrolling shoot 'em up. Sadly, it's spoilt by a fiddly control method and a lack of challenge. There are much better shooters than this on the Sega.
OVERALL 62%

GAIN GROUND
This conversion of the obscure Sega coin-op shows why it was never a hit. It's a kind of flick-screen Gauntlet clone, without the playability. There's no original ideas and it all gets very repetitive. Don't buy it unless you like average games.
OVERALL 62%

GALAXY FORCE II
Featuring four levels of 3D shooting action, truly marvellous graphics and gameplay that's challenging enough to keep you occupied for weeks, this is the best game of its type on the Sega.
OVERALL 85%

GANGSTER TOWN
This old, rather dull game features reasonable graphics and sound, but doesn't really have that addictive spark to keep you coming back for more. Try something else instead.
OVERALL 48%

GAUNTLET
The coin-op was a sensation when appeared in 1986, and this version has all the features of the original machine. With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry. If you've got a Sega, do yourself a favour and plug this into it.
OVERALL 90%

GHOSTBUSTERS
On the whole Ghostbusters is a great game. The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesisers. Still, turn down the volume and get bustin'...
OVERALL 86%

GHOST HOUSE
Ghost House's graphics are of the cute style - big heads, big eyes and little bodies - the sound is very jolly, and at its cheap price the addictive gameplay provides fun at a price every Sega owner can afford.
OVERALL 79%

GLOBAL DEFENCE
Known better to arcade goers as SDI, this missile-blasting game has excellent graphics. The gameplay is addictive too - in fact the only thing wrong with it is the tricky control method, which makes it frustratingly difficult to get into. If you're prepared to stick with it, there's plenty here. Try before you buy.
OVERALL 80%

G-LOC
This is what Afterburner should have been. Loads of missions, tons of options, plenty of power-ups and enough variety to stop you getting bored. Shooting fans should be especially interested in this.
OVERALL 82%

GOLDEN AXE
Golden Axe is a superb conversion of the coin-op, with five tough levels of action. The graphics and sound are both top-notch and the game is highly recommended to beat 'em up fans.
OVERALL 92%

GOLFAMANIA
Golfamania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room. There's plenty of lasting appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega-owning golf fans - get your Dad to buy it, he'll love it!
OVERALL 83%

GOLVELLIUS
RPG fans will be interested in this one. The graphics are top-notch and the sound is atmospheric and helps draw you into the action. Arcade fans won't like this much, but if you're after a sedate game which require plenty of the old grey matter, check this one out.
OVERALL 81%

GREAT BASEBALL
Great Baseball isn't as good as American Baseball, so we recommend baseball fans to try that first before buying.
OVERALL 70%

GREAT BASKETBALL
If you like basketball, rush out and grab this now. Otherwise try something with a bit more oomph - like California Games or American Pro Football.
OVERALL 68%

GREAT FOOTBALL
Not soccer, as you might imagine - this is a simulation of American Football. If you're after a good American Football simulation, try out American Pro Football - it's miles better than this and offers twice as much challenge.
OVERALL 67%

GREAT GOLF
If you fancy a round of 18-hole golf, this might be what you're looking for. Or is it? If you look around the shelves of your software shop, you'll find Golfamania and Leaderboard, both which have better graphics, sound and playability.
OVERALL 71%

GREAT VOLLEYBALL
This simulation is pretty accurate, and it has good graphics and an easy-to-use control method, but really it's the sport itself that provides the problems. It's simply not very action-packed, and as a result gets dull fairly quickly.
OVERALL 71%

IMPOSSIBLE MISSION
Impossible Mission sounds great, featuring highly atmospheric effects. It looks stunning. But more importantly it plays absolutely brilliantly. A fantastic game which is destined to become one of THE classic Sega titles.
OVERALL 97%

INDIANA JONES AND THE LAST CRUSADE
Indiana Jones and the Last Crusade is almost as hard as the hero himself! The graphics and sound are both good, and with five very challenging levels to battle through, this should appeal to those who like their games very tough.
OVERALL 86%

JUNGLE FIGHTER
Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game. There are a few niggling points, though. The landscapes are large, but the gameplay is a little bit tedious, since Danan can only do a few moves, and although the baddies are numerous, they're not particularly tough. Rastan fans might like it, but don't expect it to challenge you for long.
OVERALL 71%

JOE MONTANA'S FOOTBALL
The first John Madden's clone makes it over to the Master System, boasting plenty of action, loads of teams and billions of strategies. Unfortunately, it just doesn't work. The graphics are dull, responsiveness is poor and the slightly ropey collision detection spoils things further. Not too hot.
OVERALL 65%

KENSEIDEN
Action is thin on the ground, but what do you expect from a role-playing game? Some of the still screens are truly superb, and there's plenty of brain-bending puzzles in the game to keep a role-playing fan happy for weeks on end!
OVERALL 85%

KLAX
This superb puzzle game was all the rage in California a while ago. Finally it has wended its weary way to the Master System. So is it any good? Well, yes it is. If brainy-type japes are your bag, check this out.
OVERALL 88%

KUNG-FU KID
Graphically similar in style to Ghost House, this platform game with kung-fu overtones is all jolly fun, but if you're after something with better graphics and more challenge, take a look at Black Belt before parting with your dosh.
OVERALL 70%

LASER GHOST
A not-quite-conversion of Sega's funsome coin-op. Protect a possessed girlie by shooting all the regional ghosts, either with light phaser or cursor. Fiddly controls wreck things a bit, but it's still quite a jape with nice graphics and plenty of action. Light phaser owners should grab this.
OVERALL 76%

LEMMINGS
More than 100 levels of saving these block-heads from themselves is absolutely corking fun, totally addictive. Absolutely outstanding conversion — your collection ain't complete without it.
OVERALL 95%

LINE OF FIRE
Another pseudo conversion from those Sega lads. This time the Op Wolf-style gameplay has been replaced by vertically scrolling shoot 'em up action. Trouble is, it's slow, dull and offers few thrills.
OVERALL 46%

LORD OF THE SWORD
Two game styles meet head-on in this role-playing game with arcade sequences. It's a nice idea in principle which doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's simply not enough of each game style to satisfy fans of either genre.
OVERALL 74%

MARBLE MADNESS
A conversion of the cult Atari coin-op, this conversion retains just about all of the features of the arcade machine. Unfortunately, the game just plays too slowly and the control method is extremely dodgy to say the least. Disappointing.
OVERALL 70%

MASTER OF DARKNESS
Platform action based around the exploits of infamous horror characters which although not terribly original is great on the looks and playability stakes. You'd be barking to miss it.
OVERALL 92%

MAZE HUNTER 3D
Don your cool 3D shades and enter the maze in this entertaining game of mazes and more mazes. The 3D effect is pretty good, and the game is fun to play, but not Earth-shatteringly brilliant. Not an essential purchase by any means, but if you're after something to go with your 3D glasses, this is worth checking out.
OVERALL 74%

MERCS
That last bastion of death, the coin-op Mercs makes its appearance on the Master System. It's violent, it's got good graphics, it's highly playable and it's also very easy. If you think you'll keep coming back to this game even when you've completed it (which should only take two goes at most), check it out.
OVERALL 81%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
The epony-mouse (ho ho) does his stuff in this skill platform game. Great graphics and sound, loads of bonuses, great gameplay and a bit of a challenge make this a cart to get.
OVERALL 93%

MOONWALKER
Aooow! Strut your thang in Moonwalker, a platform shoot 'em up starring none other than Michael Jackson himself. The graphics are smart, and it's pretty playable, but be warned, it does get pretty repetitive. Jacko fans and diehard platformers will love this, though.
OVERALL 80%

MS PACMAN
Gobble dots! Dodge ghosts! Lapse into a coma! Ms PacMan is just regular PacMan with knobs on, even the competitive two player mode wanes after a while, so don't buy this cart. If you're desperate for a Pac title, get Pacmania instead.
OVERALL 31%

MIRACLE WARRIOR
Miracle Warrior is an enjoyable game, and is recommended to arcade fans who enjoy a bit of adventure-style puzzling.
OVERALL 81%

MISSILE DEFENCE 3D
Missile Defence 3D is by no means an essential purchase, but if you're after something to use with your 3D glasses, this is worth having a look at.
OVERALL 76%

MONOPOLY
Unless you're desperate to play Monopoly and never have a friend to play with, you might as well buy the actual board game - it's cheaper, and is a lot more fun than this (after all, you can't argue with the computer!)
OVERALL 69%

MY HERO
This rather odd-looking, cute beat 'em up (strange combination, eh?) requires you to rescue your girlfriend who's been kidnapped by local hoodlums. The game is good fun, but Black Belt is a better example - try that before buying this.
OVERALL 74%

NINJA
Although the graphics are rather simplistic, the shuriken-lobbing action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat. If you're after a combat game with a difference, this is worth taking a look at.
OVERALL 80%

NINJA GAIDEN
An excellent four-way scrolling slash 'em up, Ninja Gaiden scores highly with its super-speedy gameplay and smoothness. A tad easy maybe, but Ninja Gaiden is just so good to play you'll still be coming back for more months later.
OVERALL 83%

OLYMPIC GOLD
A fairly playable selection of sporting events, namely, 100m Sprint, Diving, 110m Hurdles, Swimming, Archery and the Pole Vault. It's a little repetitive, but the game is still great fun and well worth examining at your nearest software emporium.
OVERALL 81%

OPERATION WOLF
Take the role of a super-tough commando and blast your way across six horizontally scrolling enemy landscapes using your crosshair sights to aim your gun. Combining good graphics and solid, challenging action, this is an arcade conversion that should be checked out by all Sega shoot 'em up addicts.
OVERALL 88%

OUT RUN
Although the 3D update isn't particularly smooth, the graphics are colourful and the gameplay is as addictive as the original coin-op. There are a variety of different ways of finishing the game, and it'll take quite a while to do them all. If you're a race fan, take this one for a spin.
OVERALL 80%

OUT RUN 3D
Looks and plays almost identically to the non-3D version, but has the added bonus of effective 3D. Out Run 3D is about the best 3D glasses game around, and should there-

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fore be put at the top of your shopping list (as long as you've actually got a pair of 3D glasses!).

OVERALL 81%

OUTRUN EUROPA
OutRun Europa puts you in control of many different vehicles, from motorcycles to jetskis, in an attempt to thwart an evil terrorist organisation. Sadly, this "variety" doesn't save the game from being a frustrating, bland and desperately mediocre game. With crap graphics.

OVERALL 63%

PACMANIA
Isometric view dot munching is the order of the day in Pacmania. The graphics are great, there's lots of levels, it's playable, addictive and packs something of a challenge. Make this cart your own and never look back.

OVERALL 90%

PARLOUR GAMES
Combining a variety of "parlour" type board games, this sounds like fun, but in reality it's all rather dull. The games included in the package aren't really ones you'd play if you had them - they're all rather too simple. Maybe this is one for the younger Sega gamesplayers?

OVERALL 47%

PAPERBOY
Paperboy is a conversion of the popular arcade game of a few years back, and casts you as a newspaper delivery boy who's round takes him to the weird side of town. With its fantastic graphics and faithful arcade tunes, Paperboy should find a place in any arcade fan's cartridge collection.

OVERALL 89%

PENGUIN LAND
This is a decent little action/puzzle sort of game, made more jolly by the cute and colourful graphics. Unfortunately, the gameplay isn't powerfully addictive stuff, so it's probably most appealing to younger Sega players.

OVERALL 68%

PHANTASY STAR
A sprawling RPG which offers a great depth of gameplay, decent graphics and a good challenge. There are slightly better games of this sort (and cheaper too - this cart costs £40!), but if you're an RPG fan who has them all, this is well worth getting.

OVERALL 75%

POSEIDON WARS 3D
As the name suggests, this is a 3D electro-specs game, which puts you in the middle of a naval war. The action is quite basic shoot 'em up stuff, so all in all, this isn't a particularly stunning game, even with the added dimension.

OVERALL 55%

POWER STRIKE
The fast and frenetic action of this vertically scrolling blaster is what really sets it apart from other Sega games - only when the screen is jam-packed with sprites does the game slow down to any noticeable extent. At the moment, Power Strike remains the best Sega vertical scroller around.

OVERALL 90%

PREDATOR II
Take control of Harrigan as he battle to save late '90s Los Angeles from the evil clutches of a bunch of drug barons. Also adding to the carnage is the eponymous Predator, out to ensnare Harrigan after butchering everyone that gets in his way. This Master System conversion isn't much like the Megadrive game, but it's still pretty decent with good graphics and playability. One to check out if you're a fan of the film or if you're after a fairly good shooter.

OVERALL 74%

PRO WRESTLING
This version of the old grappling game features some very nice presentation screens, but crap in-game graphics. The sound is pretty awful, but it's the very awkward control mode that really seals this game's doom. Avoid, unless you're a real diehard grappling fanatic.

OVERALL 46%

PRINCE OF PERSIA
Save the princess from a fate worse than death in this classic platform game, boasting stunning animation. A large quest with loads of levels and more than its fair share of excitement, Prince of Persia is an essential buy!
OVERALL:OVERALL 91%

PSYCHO FOX
Featuring plenty of extra rounds and hidden bonuses, Psycho Fox ranks as probably the greatest all-out arcade platform game seen on the Sega Master System. Need we say more?

OVERALL 90%

QUARTET
Featuring bland graphics and sound, this conversion of Sega's uninspiring coin-op is really let down by its complete lack of variety between levels. If you've seen one, you've seen 'em all...

OVERALL 64%

RC GRAND PRIX
RC Grand Prix is a very fast and playable game. It has plenty of tracks too, but it doesn't take very long to complete them all, and after that it all becomes a bit dull.

OVERALL 70%

R-TYPE
R-Type is fab, with all the levels of the arcade and a number of secret bonuses. However, although it's got a great line in playability, the sprites sometimes tend to suffer from chronic flicker - especially when a lot is happening on-screen. Still, shoot 'em up fans should seek this out immediately!

OVERALL 91%

RAMBO III
Great graphics and gameplay make this one of the best Light Phaser games out. If you're a Light Phaser owner who is desperately seeking a brill Op Wolf game, go for Rambo III, but if you're Phaser-less, go for the real McCoy.

OVERALL 89%

RAMPAGE
Rampage was a great laugh in the arcades - mainly because it was so fun to be the bad guys for a change! All the fun of being a monster and trashing a city is here to be savoured, with great graphics to boot. Highly recommended.

OVERALL 85%

RASTAN
The Sega version of Rastan isn't a bad slash 'em up, and remains quite faithful to the arcade, but unfortunately, the graphics are a bit fuzzy. The gameplay is quite challenging though and should keep avid sword slingers quite involved for a long time.

OVERALL 79%

RESCUE MISSION
Rescue Mission comes highly recommended, combining graphical excellence with infuriatingly addictive gameplay. The action is slick and fast and should keep you blasting away with your light gun for ages. Go get it - you'll love it!

OVERALL 82%

ROCKY
The graphics in this boxing game are quite spectacular for a Sega, but where the game falls down is in the lastability stakes because there are only three opponents. If there was more game for your money this could have been a contender. As it is, Rocky just doesn't last the full 15 rounds.

OVERALL 62%

RUNNING BATTLE
Platform action is once again the order of the day in Running Battle, which stars you as a super-hard military saboteur. Grab gun icons for a short spell of blasting, or a Power icon for super-speed running capabilities. The trouble is that the poor graphics, slow response time, shoddy collision detection, repetitive gameplay and limited nature of the game spoils the proceedings somewhat.

OVERALL 54%

SAGAIA
A conversion of Taito's Darius II coin-op, Sagaia packs in just about all of the features of the arcade machine (bar the simultaneous two-player mode). However, the graphics are a real mess with some of the worst flicker yet seen on a console.

OVERALL 67%

SCI
Oo-er! Taito's SCI coin-op was a good laugh, combining racing action with shoot 'em up elements. Unfortunately, the Master System version of this game is a complete travesty, with hardly any illusion of speed, pathetic backdrops and dull gameplay. Leave this game well alone.

OVERALL 26%

SCRAMBLE SPIRITS
This is a one or two-player conversion of an extremely obscure coin-op which was one of Sega's few arcade failures. The exceedingly bland gameplay is marred even further by blurred, flickering sprites and the "power-ups" are fairly pitiful, too. Unless you're really desperate for a vertically-scrolling shoot 'em up, this isn't worthy of consideration.

OVERALL 49%

SEGA CHESS
If you're lonely and desperate for a quick... game of chess, Sega Chess is here to help you. It plays a pretty good game (on the higher difficulty settings) but it's quite slow, not very responsive and the hanging around does get on your nerves.

OVERALL 77%

SHADOW DANCER
There's ninja japes aplenty in Shadow Dancer - a conversion of the Sega coin-op (but missing the dog). Still, the lack of any canine presence doesn't spoil the game too much, although the stupidly unbalanced difficulty setting is a bit of a downer (the levels are easy and the guardians are ultra-rock-blinking-hard). Not so bad, nevertheless.

OVERALL 71%

SHADOW OF THE BEAST
Grrr! Platform game Shadow of the Beast casts you as a mean and ugly monster who must avenge the death of his family by killing the evil Beast Lord. Decent graphics, and it's pretty enjoyable, but a number of small niggles stop it from being a classic.

OVERALL 80%

SHANGHAI
A sort of oriental patience with tiles, Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.

OVERALL 88%

SHINOBI
Sega Shinobi is a great conversion of a decent coin-op, with literally hours of beat 'em up action jammed in. It has great graphics and jam-hot playability, and since there's hardly any decent Sega beat 'em ups available, there's no excuse not to add this one to your collection.

OVERALL 87%

SHOOTING GALLERY
This is the cartridge you used to get free with the Sega Light Phaser, and features three different shooting games. Zap targets in a police-style firing range before they spin around and disappear, down clay pigeons and zap small animals in a jungle scenario. Worth a go.

OVERALL 70%

SLAP SHOT
Both one and two-player options are available in this, and generally speaking, Slap Shot plays a very playable game of ice hockey. The graphics may not be totally awe-inspiring, and the sound's even worse, but in two-player mode the game is a great laugh. Check it out.

OVERALL 82%

SMASH TV
An absolutely appalling conversion of the Williams coin-op which fails miserably to supply any kind of shoot 'em up thrills and spills whatsoever. Avoid it like the plague, it really is smelly old crap.

OVERALL 27%

SONIC THE HEDGEHOG
Take control of the legendary blue hedgehog as he runs around scrolling platforms dusting the minions of Dr Robotnik. Sonic the Hedgehog is a state of the art 8-bit game, combining incredibly swift scrolling with gob-smacking graphics and interesting gameplay. A must-have.

OVERALL 90%

SONIC THE HEDGEHOG II
So, you thought that Sonic the Hedgehog pushed back the boundaries of Master System gaming? Well, check this out! The basic gameplay is much like the original, but this sequel has loads of new levels with much more variety along with a far stiffer challenge! Pure brilliance.

OVERALL 96%

SPACE GUN
This conversion of the fun Op Wolf-style blast 'em up is one of the worst Master System titles money can buy. The graphics are extremely crap, the 3D animation laughably jerky and the sound a sad cacophony of hideous sound. The gameplay too is sadly lacking, making this cart a sad waste of silicon and plastic.

OVERALL 16%

SPACE HARRIER
The basic gameplay is exactly the same as the highly successful 3D coin-op of several years ago, but there are new aliens to blast into oblivion. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

OVERALL 77%

SPACE HARRIER 3D
Space Harrier 3D is almost identical to the above version, but works with 3D glasses. It's one of the better 3D games around, and should be tried out.

OVERALL 78%

SPEEDBALL
This is a pretty good conversion of the Amiga title, especially with the tweaked one-player difficulty setting. However, right now it's overshadowed by its successor - Speedball II@OVERALL:OVERALL 79%

SPEEDBALL II
An updated and improved version of Speedball. Better graphics, better playability and much more depth make Speedball II one of the top Master System sports sims. Give it a go if you're into goals 'n' violence.

OVERALL 89%

SPELLCASTER
This RPG is pretty good, with its action and basic decision-making being very easy to get into. It's especially suited to borderline players who've had enough of shoot 'em ups and want something a little more mentally taxing without actually going all the way to the real RPG stuff of Ultima and Y'S.

OVERALL 84%

SPIDER-MAN
Yes, it's yet another platform game, but this one's different. Spidey can do pretty much anything he is capable of in the comics, like web slinging, spinning shields and throwing web-balls. Spider-Man is very playable, has great graphics and sound and will take a lot of work to complete. Highly recommended.

OVERALL 87%

SPY VS SPY
Spy vs Spy ranks as a classic two-player game which won't set the world alight with either its visuals or sonics, but scores extremely highly in the playability department! Our advice is to check out this top-notch offering - pronto.

OVERALL 88%

STRIDER
The Megadrive version of this game was almost arcade perfect. Sadly, this is not. The graphics are OK, but it's very slow and difficult to control. The suspect collision detection and poor responsiveness seal the coffin of this disappointing release.

OVERALL 67%

SUMMER GAMES
Featuring five events (the 100m dash, the pole vault, gymnastics, 100m freestyle swimming and high dive), Summer Games is a big disappointment. All the events feature rubbish graphics and completing them all is as easy as 123. Avoid - even if you love sports games.

OVERALL 37%

SUPER KICK OFF
The legendary Super Kick Off looks surprisingly similar to its Amiga counterpart, and plays just as brilliantly! A superb game - one of the finest available on this machine - and a must for all football fans (and anyone else for that matter).

OVERALL 96%

SUPER MONACO GP
Although this shares its name with Sega's super 3D road racer coin-op, this isn't a conversion, strictly speaking. But that's not saying it's bad. The 3D is fast and effective 3D and it plays well too, even in a single-player mode in which you race against a field of ruthless computer-driven cars. If you're after some hard-driving thrills, forget the rest - this is the best!

OVERALL 92%

SUPER MONACO GP II
Urrgghhh! What could have been an excellent sequel is completely ruined by the severe lack of speed! Although it might look like you're doing 200mph, it looks more like a quarter of the speed! Goodbye excitement, bye bye fun. The vast array of options is excellent, but the actual gameplay itself is very disappointing.

OVERALL 41%

SUPER SPACE INVADERS
The idea behind Super Space Invaders was to take the original coin-op and blend it with some of the modern trappings of shoot 'em ups - power ups and scrolling for example. It works too, and the resulting game is a highly enjoyable blast.

OVERALL 82%

SUPER TENNIS
This being quite an oldie, the action is a tad basic, with no graphical frills or fancy gameplay touches to liven things up. Though it's reasonably playable, it's certainly no match for the more recent Wimbledon Tennis.

OVERALL 69%

TAZ-MANIA
The graphically amazing Megadrive game has been converted to the Master System rather well. There are many levels of platform style gameplay with groovy backdrops and some excellent sprites. The only problem is the lack of enemy sprites, which makes the game rather easy.
OVERALL 71%

TEDDY BOY
This was never the most outstanding Sega release, but now it's doing the rounds with a price tag of a tenner, it's not such a bad buy. The graphics are cute, and the gameplay, while not fiendishly exciting, is decent enough fun for a fair few hours. A nice little potboiler.
OVERALL 69%

TENNIS ACE
Beaten (just) by Wimbledon Tennis, this is still one of the better Sega sport sims which should keep any tennis fan happy when the municipal court is under six feet of water.
OVERALL 80%

THE TERMINATOR
A superb interpretation of the 1984 movie, this game is far better than its Megadrive counterpart! It's skillful (and very challenging) platform action all the way as you control Kyle Reese in his quest to protect Sarah Connor from the murderous clutches of the Terminator. Well worth investing it.
OVERALL 82%

THUNDERBLADE
Thunderblade must have been a pretty tricky coin-op to convert, but the programmers have managed to capture it successfully with this conversion. The graphics are good, the gameplay is challenging and it provides plenty of entertainment for any shoot 'em up fan.
OVERALL 80%

TIME SOLDIERS
The graphics on this obscure coin-op conversion are dinky, but nicely defined, and the Commando-style action is fun - even more so with two players. Shoot 'em up fans should certainly get their fair share of jollies out of this.
OVERALL 73%

TRANSBOT
This early Sega shooter is a bit basic compared to more recent titles such as R-Type, but at least there are extra weapons to keep a bit of variety. The other plus is that now it sells in Sega's ten quid range, so it's well worth rooting out if you're low on moolah.
OVERALL 75%

ULTIMA IV
Though this enormous RPG scores quite low on the graphics-ometer, it has weeks, nay, months of gameplay packed into its chips, and a battery-backed save too! If role-playing is your idea of heaven, get hold of Ultima IV fast!
OVERALL 89%

VIGILANTE
This conversion of the beat 'em up coin-op manages to retain most of the coin-op's graphics and sound, even if the sprites are a bit on the flickery side, and the spot FX a little ropey. The playability remains the same, however, which is the most important thing, so if you're after a not-too-taxing beat 'em up, have a look.
OVERALL 72%

WANTED
If you're keen on shooting gallery style games, this is worth taking a look at. It's by no means a brilliant game, but if you're after a something to use with your light gun you could do a lot worse than this.
OVERALL 70%

WIMBLEDON TENNIS
This is the best Sega tennis game by a minuscule margin. It's fast, there are lots of modes of play and the championship tournament takes a lot of practice to win. The two-player mode is even more fun. Well worth considering if you have a second player lying around.
OVERALL 80%

WONDERBOY
Although this is starting to show its age a little, and is a little on the repetitive side, Wonderboy is still a bundle of fun, with cutesy graphics and a jolly soundtrack to add to the appeal.
OVERALL 80%

WONDERBOY II
Better than the first installment by a long shot, Wonderboy II is a game that'll have you clamped to your pad for absolutely ages, but isn't a game that you'll complete in a hurry. Highly recommended.
OVERALL 87%

WONDERBOY III
Wonderboy III has to rank as one of the greatest Master System games ever! It has a look and feel slightly reminiscent of the Nintendo Mario series (no bad thing) and a depth of gameplay second to none. Make sure it's in your collection - NOW!
OVERALL 96%

WONDERBOY IN MONSTER WORLD
Yet another sequel in this series of arcade adventures which although very challenging and a great game isn't as good as Wonderboy III
OVERALL 88%

WORLD CLASS LEADERBOARD
It's a golf game. What more can we say? Well, it's got extensive tournament play, realistic action, loads of courses and it's very challenging. If you're a golf fan or you're after a good game with which to unwind, World Class Leaderboard is the cart for you.
OVERALL 92%

WORLD CUP ITALIA 90
This is a rubbish soccer game. The controls are poor, the graphics are naff and the sound is awful. Buy Super Kick Off instead, or if you want a side-on viewed soccer game, check out World Cup Soccer.
OVERALL 48%

WORLD CUP SOCCER
Highly entertaining side-viewed soccer game which was by far the best console football game until Super Kick Off came along. It's now available on Sega's budget range for only £14.99 and at that price is an absolute bargain. Check it out!
OVERALL 85%

WORLD GAMES
Featuring log-rolling, bull riding, barrel jumping and caber tossing, this is a complete disappointment. Although graphically pleasing, what's there soon becomes very samey and terminal boredom swiftly sets in. Your best bet is to leave this one well alone.
OVERALL 50%

WORLD GRAND PRIX
A very decent race game which is graphically impressive and features challenging and enjoyable racing action. It's not as good as Super Monaco GP, but is sufficiently different enough to be worth looking at if you've already got that.
OVERALL 81%

XENON 2
It's another Amiga conversion - this time of the great Bitmap Bros vertically scrolling shoot 'em up. The graphics are great, if the scrolling is a little jerky. Still, it's the gameplay that counts, and Xenon 2 scores highly here. If only it had a few more levels, it would have been a classic.
OVERALL 84%

Y'S
This really is a huge RPG, but luckily, there is a battery game save option to make things easier. The graphics are slightly better than Ultima's character sprites, making this look a bit like Nintendo's first Zelda game. The emphasis is heavily on the role-playing though, so it doesn't really have the same universal appeal.
OVERALL 88%

ZAXXON 3D
A bastardised version of the coin-op which requires 3D glasses, this is a really naff game which suffers from extremely boring gameplay. Give it a miss.
OVERALL 32%

ZILLION
A big, tough, but ultimately tedious platform game. Worth a look if you're a complete and utter platform game nut, but most players will find it all a bit too much.
OVERALL 71%

ZILLION II
Similar to Zillion, but with loads of add-on weapons, an added jet-bike sequence and some nifty beat 'em up action. If you like Zillion, go for it. If you didn't, steer clear.
OVERALL 74

MEGA-DRIVE

688 ATTACK SUB
An excellent submarine simulation which gives you ten missions to complete as a US sub commander, and six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth" — ho! ho!).
OVERALL 88%

AEROBLASTERS
A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
OVERALL 78%

AFTERBURNER II
All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
OVERALL 90%

AIR DIVER
Similar to Afterburner, with more variety, but much worse graphics. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.
OVERALL 69%

ALEX KIDD IN THE ENCHANTED CASTLE
The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
OVERALL 68%

ALIEN III
A superb eight-way scrolling platform game that sees you, controlling Ripley, rescuing prisoners and blowing away Aliens left, right and centre. Superb graphics and amazing soundtracks add to the frenetic gameplay, let down ever so slightly by the repetitive gameplay.
OVERALL 89%

ALIEN STORM
An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish. Those new to the Megadrive scene will really enjoy the action — experts, though, are warned that they might just find themselves finishing this prematurely.
OVERALL 78%

ALISIA DRAGOON
An enjoyable and very original platform shoot 'em up with mythological overtones. The playing area is huge and there are loads of secret screens to find. Highly recommended.
OVERALL 87%

ALTERED BEAST
"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit — it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
OVERALL 67%

ANOTHER WORLD
Brilliant shoot 'em up/puzzling action as you attempt to escape from Another World. There's plenty to see and do in this game with the only problem being that the game is a bit on the easy side. A special mention must go to the animation, which is completely brilliant!
OVERALL 87%

AQUATIC GAMES
James Pond returns in a rather feeble multi-event sports simulation where the puns are better than the gameplay. It's all to simple, and the events are very easily mastered, leaving this with very little lasting appeal.
OVERALL 61%

ARCH RIVALS
This is a very sad basketball simulation with only four players on the court, pathetic collision detection and mournful controls. The game is far too superficial and shallow to warrant more than an hour's play.
OVERALL 40%

ARNOLD PALMER'S GOLF
This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
OVERALL 85%

ARROW FLASH
A dull and uninteresting horizontally scrolling shoot 'em up which is made even worse by a complete lack of challenge. There are tons of better Megadrive blasters, so shop around rather than waste your cash on this.
OVERALL 46%

ASSAULT SUIT LEYNOS
This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating — there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
OVERALL 73%

ATOMIC ROBO KID
There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
OVERALL 82%

ATOMIC RUNNER
Superb, good looking, highly challenging and very addictive shoot 'em up which is different enough to be well worth the asking price. The Japanese import version of the game is known as Chelnov.
OVERALL 91%

AXIS FZ
A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
OVERALL 84%

BACK TO THE FUTURE III
A four-level game based on the popular film. The graphics and sound are both excellent, and what's there is fun and enjoyable. The only trouble is that it's fairly easy, and therefore only Megadrive beginners will get full value out of it.
OVERALL 77%

BATMAN
The graphics and sound are truly tremendous and there's a range of thumping good rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so platform experts be warned.
OVERALL 83%

BATMAN RETURNS
Large but poorly animated sprites combine with only slightly above average platform gameplay and unresponsive controls to produce an unoriginal but gothically good looking game which does take skill to complete — if you can be bothered.
OVERALL 77%

BATTLE SQUADRON
A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
OVERALL 80%

BIMINI RUN
A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a sessions it all becomes rather tedious.

GAME INDEX

OVERALL 45%

BLOCK OUT
This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
OVERALL 91%

BONANZA BROS
Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
OVERALL 73%

BUCK ROGERS
Looks and sounds boring, but this massive RPG-style game is far from that. With loads of missions to complete and tons of variety in the gameplay, this has enough pace and action to appeal to everyone!
OVERALL 91%

BUDOKAN
Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills — nunchuka, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
OVERALL 89%

BULLS VS LAKERS
A lot like Lakers Vs Celtics in terms of graphics and sound, Bull Vs Lakers is undoubtedly the best of the two, owing to its superior options. Probably the best Megadrive basketball on the market.
OVERALL 83%

BURNING FORCE
Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet-bike. It sounds good, but unfortunately the gameplay gets rather repetitive after a while.
OVERALL 76%

CALIFORNIA GAMES
A brilliant looking, supremely playable, multi-player game that features rollerskating, skateboarding, hockey-sacking, BMX-ing and surfing. A must for sports fans.
OVERALL 91%

CENTURION
An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.
OVERALL 52%

CHIKI CHIKI BOYS
Also known as MegaTwins, this game is a decent enough platform romp and an entertaining package. The graphics and sound are brilliant and it's a very close arcade conversion (only the two-player option is missing). Check it out.
OVERALL 85%

CHUCK ROCK
A brilliant, humorous Megadrive platform game with real character. Its graphics are out-of-this-world, the sound completely brilliant, and the gameplay pretty good too! A must-have for your Megadrive collection,
OVERALL 91%

COLUMNS
Sega's answer to Tetris, this puzzle game is excellent. There's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.
OVERALL 88%

CORPORATION
A highly original 3D espionage game, casting you as a secret agent out to expose corruption in the all-powerful Corporation. This is a high quality, atmospheric role-playing adventure game. Recommended.
OVERALL 86%

CRACKDOWN
Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
OVERALL 65%

CURSE
While Curse is fun to play, it suffers from a lack of originality and levels (there are only five). Try out other shoot 'em ups like Hellfire or Gynoug.
OVERALL 70%

CYBERBALL
A decent conversion of the multi-player American football coin-op which features robots instead of humans, Cyberball sports neat graphics but has been overshadowed by John Madden's Football. It's not bad, but check out Madden's first.
OVERALL 80%

DANGEROUS SEED
Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up tragedy one to avoid at all costs.
OVERALL 40%

DARK CASTLE
THE worst Megadrive game yet seen, Dark Castle is a laughably dire platform travesty whose only redeeming feature is its unintentionally hilarious sampled sound. Don't even think about buying this unless you're a demented baboon.
OVERALL 23%

DARIUS II
A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
OVERALL 83%

DARWIN 4081
A conversion of the rather obscure vertically scrolling shoot 'em up. It's fun for a while, but there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.
OVERALL 74%

DECAPATTACK
A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites and backdrops. Platform fans will love it — if you're one, check it out.
OVERALL 82%

DESERT STRIKE
The thinly disguised aim of this game is to take control of an attack helicopter and do what the armed forces should have done 12 months ago and dispose of Saddam Hussein and his forces. It's one of the best shoot 'em ups ever written, packed full of original features, and is a game that no Megadrive owner should be without.
OVERALL 94%

DICK TRACY
A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
OVERALL 89%

DINOLAND
A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
OVERALL 53%

DJ BOY
DJ Boy is a beat 'em up on wheels, and while it's great fun to play, it suffers from one flaw — it's too darn easy. For coin-op fans only.
OVERALL 78%

DONALD DUCK
The action in this graphically superb platform game is fairly slow, but it's nevertheless an enjoyable game which should appeal more to beginners than seasoned veterans.
OVERALL 83%

DOUBLE DRAGON
This conversion of the beat 'em up classic is arcade perfect... except that it's too easy to beat. So unless you're a complete beat 'em up softy, this isn't really worth the money.
OVERALL 59%

DOUBLE DRAGON II
A ghastly version of the arcade beat 'em up which features inept graphics and sound and bland gameplay. Ugh!
OVERALL 30%

DRAGON'S FURY
A stunning-looking pinball simulation which is loaded with features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen — a must-buy for silverball fans. Look out for the Japanese import version. It goes under the game's original monicker of Devil Crash.
OVERALL 90%

DYNAMITE DUKE
One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
OVERALL 73%

EA HOCKEY
A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available — miss it at your peril.
OVERALL 94%

ECCO
An absolute Megadrive classic owing to the utterly original and completely addictive "swim 'em up" gameplay, strong story line, astounding Dolphin animation and fantastic sound. Definitely a contender for the best Megadrive game ever.
OVERALL 97%

ELEMENTAL MASTER
A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are five levels, and they're not that difficult to beat.
OVERALL 78%

EL VIENTO
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
OVERALL 80%

EMPIRE OF STEEL
An excellent horizontally scrolling shoot 'em up boasting superb graphics and great blasting action. Unfortunately, the game is ruined by the absurd difficulty level. You should be able to finish the game on your first sitting. The game is also known as Steel Empire as a Japanese grey import.
OVERALL 70%

ESWAT
ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
OVERALL 92%

EURO CLUB SOCCER
Megadrive soccer games have a history to being quite sad and this effort does little to address the situation. Although the graphics and sound are very good, the gameplay is let down by low player intelligence, wonky collision detection and awkward controls. As the (very) old saying goes, "try before you buy!".
OVERALL 69%

EVANDER HOLYFIELD "REAL DEAL" BOXING
What looks like a decent enough boxing game is in actual fact a small, boring, jerky sports sim with rubbish animation. There are loads of options, but the game is just too dull to be worthwhile. The £49.99 price tag helps matters none either.

EX-MUTANTS
This platform beat 'em up may not look or sound much cop but on the playability stakes it's fast, responsive and damn good. Nine long and extremely tough levels ensure a challenge for any likely candidate — even with the plethora of continues. A priority purchase.
OVERALL 85%

F-22
This fighter combat simulation is truly superb. Packed with options and features, there are over 100 missions to test even the most elite of pilots — and a mission generator so you can create your own! An absolute must for anyone who's ever wished to fly a fighter bomber!
OVERALL 93%

FAERY TALE ADVENTURE
A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.
OVERALL 49%

FANTASIA
This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal. A Mickey Mouse game in the wrong sense of the word.
OVERALL 49%

FASTEST ONE
This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.
OVERALL 29%

FATAL LABYRINTH
This cross between a scrolling beat 'em up and a role-playing game fails to deliver in both categories. The RPG aspect is dull and limited and the slow, boring action fails to offer any thrills and spills.
OVERALL 51%

FATAL REWIND
Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
OVERALL 83%

FERRARI GRAND PRIX CHALLENGE
Well presented, with some skillful option, Ferrari is unfortunately marred by the fact that the actual game is extremely sad. The 3D update is awful and the gameplay terminally dull. Don't buy this.
OVERALL 45%

FIGHTING MASTER
Limited with one-player, but superb in two-player mode, this beat 'em up allows the players to select one of twelve different characters and beat the cack out of each other. It's a really fun game and is highly recommended — but do bear in mind that you do need two players to get the most out of it.
OVERALL 81%

FIRE MUSTANG
This P-47 clone is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few sessions it all becomes dull and predictable.
OVERALL 59%

FIRE SHARK
Also known as Tora! Tora! Tora!, this is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark). Although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?
OVERALL 59%

FLICKY
This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simplistic, but for some reason the action is incredibly enjoyable and addictive. Check it out!
OVERALL 88%

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING
On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is that the boxing moves are limited and there are only four different opponents. It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more.
OVERALL 69%

FLYING SHARK
Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op. It's an enjoyable blast, featuring decent graphics and sound, but unfortunately suffers from zero originality and low challenge, and once you've played it a couple of times you get those "seen it all before blues".
OVERALL 71%

FORGOTTEN WORLDS
Forgotten Worlds is a good looking one or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.

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I'LL SELL a band new NES Turtles 2 for £46.99 only! (instead of £49.99!) or NES Simons Quest for £36.99 only! Phone 071-483 2550.
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AMIGA 500, 1meg loads of games, joystick and flight grip £290 ono. Tel. (0835) 63811.
GAME GEAR gamesrfor sale: Super Kick-Off, Devilish, Mickey Mouse, £16 each or swap for Wonderboy III. Tel. (0584) 874024.
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GAMEGEAR FOR SALE! 5 great games, Shinobi, Mickey Mouse, G-LOC, WCL Golf, Monaco GP. All boxed with insturctions and in top condition includes magnifier and A/C adaptor. Bargain at £140. Phone Edward on (0428) 683140. I live near Guildford, Surrey.
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GAME GEAR has original box, good condition also has 12 games with instructions £240 ono bargain! Tel. Jamie (0792) 297552.
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MEGADRIVE GAMES: 688 Attack Sub, Spiderman, swap for any of the following: Star Control, Gynoug, Strider, Ghouls 'n' Ghosts, Dragons Fury, Buck Rogers, also Megadrive joypad (Sega) for sale, £5. Phone (0409) 241375, after 6pm.
WILL SWAP Six Megadrive games and a Jap converter worth £130 for a Game Gear. Ring (0706) 354764 after 5.30pm.
NES and C64 with Games and Zapper to swap for an Amiga 500 with games, offers considered. Phone Jaz (0203) 662983.
SEGA MEGADRIVE (UK) Two joypads, eleven games including Desert Strike, Streets of Rage, etc. Will swap for Amiga A500+ joystick and at least five games – must collect yourself. Phone Paul (0695) 21151.
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MEGADRIVE with 3 games, including Greendog and 2 joypads, swap for Super NES with 3 games. Phone (0538) 266367, after 4pm.

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WANTED Master System games, no sports games, less than £20 in working order. Phone James Hall on Ely (0353) 722426.
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YO! to all you hunky guys out there who are over 15, pick up a pen and write to me, also please send a photo of yourself. Write to: Jo at 4 Marham Close, West Lynn,. Kings Lynn, Norfolk PE34 3NG.

MISCELLANEOUS

I HAVE LOADS and loads of tips for Megadrive, NES, SNES. Send for details to; G. Edwards, 2 Ravenscroft, Watford, Herts. WD2 4FB.
DOES ANYONE need any tips or cheats for these games on the Master System? Wonderboy 3 and Psycho Fox. If so, write to: Mr. Sega, 125 Seaview Terrace, Edinburgh, Scotland EH15 2HQ. SAE required. Just tell us your probem now!
MASTER SYSTEM cheats and tips. Over 60 of the best cheats and tips including Bart, Sonic, Asterix, Ninja Gaiden and many, many more. Send yur name and address with £1 to: Paul Long, 40 Highcliffe Road, Twogates, Tamworth, Staffs. B77 1EE.

OVERALL 82%

GAIRIES
An excellent-looking game, Gairies is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
OVERALL 84%

GAIN GROUND
A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
OVERALL 43%

GALAHAD
An excellent arcade adventure in the mould of Shadow of the Beast, Galahad is blessed with excellent graphics and stomping sound. The gameplay is great too, with plenty to do and loads of levels to conquer. A very lastable Megadrive title.
OVERALL 86%

GALAXY FORCE
A very disappointing conversion of Sega's showpiece coin-op. The 3D effect is poor, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this sort, try Space Harrier II instead.
OVERALL 59%

GAMES:WINTER CHALLENGE
Participate in eight Olympic events (speed skating, downhill, luge, cross country, bobsled, biathlon, giant slalom and ski jump) in this fine winter sports fest. The graphics are a bit patchy, but overall this is a fine game that's highly recommended to sports fans.
OVERALL 85%

GHOSTBUSTERS
Featuring humorous cartoon-style graphics — some of the end-of-level ghosts are truly superb — and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
OVERALL 82%

GHOULS 'N' GHOSTS
Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
OVERALL 93%

GODS
The Bitmap Brothers' classic Amiga game hits the Megadrive in real style. The graphics and sound are truly classy, looking nothing like any other Megadrive title. The gameplay is equally good, boasting excellent puzzling action combined with top-notch blasting. Gods is only available as an import though, so be careful when buying.
OVERALL 89%

GOLDEN AXE
Golden Axe is a perfect replica of the arcade machine which also sports additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. All together it's one of the best arcade conversions ever seen. A must!
OVERALL 94%

GOLDEN AXE II
What a con! Golden Axe II is almost identical to the original game. It follows the same formula, has virtually no new features and certainly isn't worth the money. Buy the original if you haven't already got it. If you have, look elsewhere for your beat 'em up thrills.
OVERALL 69%

GRENADA X
First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into the action. It's certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.
OVERALL 80%

GRANDSLAM TENNIS
Also known in the US as Jennifer Capriati Tennis, this good-looking sports sim is almost as good as Super Tennis on the Super NES. Great intuitive gameplay is only let down only the slowness of the players.
OVERALL 85%

GREEN DOG
Sega's newest hero stars in a superb looking, but ultimately dull platform game which suffers from a lack of variety and few original features. It's also far too easy, and platform fans should crack it within a day or so.
OVERALL 49%

GREYLANCER
From the same team that brought us the brilliant Gynoug, Greylancer had the potential to be completely mega. Unfortunately, the blasting action is just so dull and unoriginal, you'll be turned off the game extremely quickly. Boo!
OVERALL 48%

GYNOUG
Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blasters available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
OVERALL 92%

HARD DRIVIN'
The arcade game was fun, which is more than can be said for this conversion. Suspect handling, poor gameplay and unrealistic 3D update conspire together to make this a yawnsome experience. Add in the low, low difficulty level and you've got a veritable Robin Reliant of a race game.
OVERALL 51%

HARDBALL
A decent baseball game which doesn't have enough novel or interesting features to make it appeal to anyone other than real fans of the sport.
OVERALL 75%

HEAVY UNIT
Another horizontally scrolling blast, but this one is made more remarkable than most thanks to great graphics and tough, but addictive gameplay. If you're a blastaholic, check it out.
OVERALL 85%

HELLFIRE
Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out Hellfire — it might not looks as good as Thunderforce III, but it's simply a much better game.
OVERALL 93%

HERZOG ZWEI
A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.
OVERALL 76%

HOME ALONE
This is a very strange game. Guide Kevin (aka Macaulay Culkin) around the district on his snow sled, protecting each house by setting up traps for the unwary burglars. Home Alone is certainly a different game, but it's dull, slow and very repetitive. Not recommended at all.
OVERALL 43%

INSECTOR X
The game is fun at first — and the slick graphics and decent sound certainly add a little to the excitement — but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.
OVERALL 74%

JAMES BOND 007: THE DUEL
Similar in concept to Alien 3, it's your job to guide James Bond around the scrolling platform environment resucing ladies and doing battle with assorted shadow guards and major Bond meenies (like Baron Samedi, Oddjob and Mayday!). The problem here is a very frustrating lack of response and not a lot of variety between the levels. Out of the two games, Alien 3 is the more appealing buy.
OVERALL 66%

JAMES POND
A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
OVERALL 77%

JEWEL MASTER
A fairly standard platform game which despite a few original features has neither the challenge or addiction to keep you entertained for more than a few sessions.
OVERALL 55%

JOE MONTANA'S FOOTBALL
A pretty good football game, but has neither the depth, the options nor the challenge of John Madden's Football. Go for Madden's — or if you're after something different, Joe Montana II.
OVERALL 73%

JOE MONTANA SPORTSTALK FOOTBALL
This is truly a showpiece game. Featuring the most speech ever heard in a home videogame, Joe Montana Sportstalk Football is a very enjoyable American football game which actually gives you a running commentary while you play! John Madden's Football '92 is the best American football game by far, but this is original and different enough to still be a very worthy purchase.
OVERALL 83%

JOHN MADDEN'S FOOTBALL
Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting. With its two-player option, and multiple modes of play, this is a game which will keep you entertained for months.
OVERALL 94%

JOHN MADDEN'S FOOTBALL '92
Featuring new teams, higher difficulty level and plenty of gameplay tweaks, this sequel does the impossible and improves upon the original to become the best Megadrive game yet seen! An essential purchase.
OVERALL 96%

JOHN MADDEN FOOTBALL 93
Sadly the bubble's burst with this one, because although not bad in it's own right, it has nothing new to offer compared with the '92 version, in fact it's worse! Do yourself a favour and get one of the predecessors.
OVERALL 89%

JORDAN VS BIRD
Don't be fooled by the star names. This isn't basketball — it's a cut-down one-on-one version. To its credit it has many options to tweak with, but this doesn't stop the game from being dull and boring to play, with very little in the way of fun offered. Avoid,
OVERALL 40%

KID CHAMELEON
A nice-looking platform game which combines elements of Mario and Sonic and some of its own neat touches to great effect. The only problem is that its too easy, and platform fans should be able to complete it quickly. Novices should revel in its action, though.
OVERALL 78%

KING'S BOUNTY
A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.
OVERALL 71%

KLAX
Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
OVERALL 85%

KRUSTY'S SUPER FUNHOUSE
Krusty's got a problem. His TV Funhouse has been infested with rats and he's got to get rid of them — NOW! This is sort of like Lemmings in reverse, the object being to guide thick creatures to their doom rather than rescue them. The graphics are skill, the sound cool and the gameplay highly addictive. Go get it!
OVERALL 90%

LAKERS Vs CELTICS
An excellent all round sports simulation which combines superb playability with realistic gameplay to provide an addictive challenge that even non-basketball fans will enjoy.
OVERALL 89%

LAST BATTLE
Amongst one of the first Megadrive games to appear, this is a failure on two counts:it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
OVERALL 32%

LHX ATTACK CHOPPER

GAME INDEX

A truly involved Megadrive flight sim from the people who brought you F-22 Interceptor. This isn't as exciting as F-22 in terms of dogfighting excitement, but it's a whole lot better both as strategy game and as flight sim. Highly recommended.
OVERALL 89%

LOTUS TURBO CHALLENGE
Graphically and sound-wise this driving game's a bit of a dog but on the playability and lastability fronts it's a serious winner — especially in two-player mode. Even by yourself it's a challenging winner with the mass of different tracks and near impossible time limits. Definitely worth a bash.
OVERALL: 84%

M1 ABRAM'S TANK
A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
OVERALL 81%

MARBLE MADNESS
A perfect conversion of the classic arcade game in which one or two players guide a marble over six wacky landscapes. It doesn't take long to complete, but it's such fun you still keep going back to beat your record scores.
OVERALL 88%

MARIO LEMIEUX HOCKEY
A decent ice hockey game that's completely overshadowed by the far, far superior EA Ice Hockey. Try that one first and this one second.
OVERALL 76%

MICRO MACHINES
A brilliant overhead scrolling racing game that oozes playability! The NES original was a classic and this conversion is better still. For the ultimate game of this type go for Micro Machines.
OVERALL 93%

MEGA-LO-MANIA
The definitive Megadrive strategy game. Action, strategy, originality and humour contained within the nine massive extremely tough levels to produce a great-looking wonderfully addicative game. An essential buy.
OVERALL 94%

MEGATRAX
A very disappointing version of the enjoyable quad-bike racing coin-op. Although it has simultaneous two-player action, the naff graphics and bland gameplay fail to spark any excitement at all. Avoid it.
OVERALL 33%

MERCS
An excellent up-the-screen action shooter in which you guide a lone commando against hordes of enemy soldiers. There are two games in this cartridge, one a stunning conversion of the coin-op and the other a completely new Mercs game with seven never-before-seen levels. A must for blasting fans.
OVERALL 88%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
OVERALL 93%

MIDNIGHT RESISTANCE
A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
OVERALL 85%

MIGHT AND MAGIC
An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
OVERALL 81%

MIKE DITKA'S POWER FOOTBALL
A cross between Joe Montana Football and John Madden's Football, but not as good as either.
OVERALL 72%

MOONWALKER
With its excellent graphics, thumping soundtrack (including

GAME INDEX

such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aoows and oohs), this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.

OVERALL 85%

MUSHA

Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.

OVERALL 71%

MYSTIC DEFENDER

Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.

OVERALL 63%

NEW ZEALAND STORY

New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.

OVERALL 89%

NHLPA HOCKEY

Basically this is EA hockey with a few knobs on. To be honest, the original game is simpler and better! It's cheaper too!

OVERALL 90%

OLYMPIC GOLD

Olympic Gold proffers the player a measly six Olympic events. These are Hammer, Pole Vault, Diving, 100m Sprint, Swimming and 110m Hurdles. While it's fun and very polished, there's not much in the game to keep you coming back and surprisingly, there's no simultaneous two-player mode! It's also a case of there being little in the way of originality. You've just seen it all before.

OVERALL 70%

OUTRUN

This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat — it's so easy even a complete dumbo can complete it within a couple of goes.

OVERALL 69%

PACMANIA

Pac's back in this forced perspective dot-gobblin' extravaganza! A very simple game concept which still provides plenty of enjoyment even after a decade!

OVERALL 86%

PAPERBOY

Looks nigh on perfect, but this conversion is sadly flawed in the gameplay department — the bike doesn't handle well and the collisine detection is all over the shop. With more rigorous playtesting this could have been a winner. As it stands its fun is marred by its foibles.

OVERALL 72%

PGA TOUR GOLF

Used to be the best golf game available on any system but it's sequel has pipped it at the post. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.

OVERALL 93%

PGA TOUR GOLF II

Undupitably the best golf game on any system ever. Originally intended as just an update of the original it's in fact, far, far better in every way. Do not miss under any circumstances.

OVERALL 95%

PHANTASY STAR II

There's certainly a big challenge in store in this massive menu-driven adventure, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks, Arcade fans will soon become bored due to the lack of immediate action.

OVERALL 78%

PHANTASY STAR III

Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £60.00! Eeek!

OVERALL 89%

PHELIOS

Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least — even though it has crap graphics.

OVERALL 77%

PITFIGHTER

Take control of a kick boxer, wrestler or kung-fu expert and enter the pit to fight all manner of 'orrible street hoodlums. The graphics are a bit poor in places, but this conversion successfully captures the spirit of the coin-op and should appeal greatly to beat 'em up fans.

OVERALL 81%

POPULOUS

Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.

OVERALL 91%

POWERMONGER

Powermonger ranks as an excellent strategy game, piling in months of decent play into the cart. The problem is that the game takes hours to take into and the game isn't accessible to all players.

OVERALL 82%

RAIDEN TRAD

A vertically scrolling blaster which doesn't have much going for it in the way of originality, but provides a stiff and enjoyable challenge for those who haven't tired of the genre.

OVERALL 79%

RAINBOW ISLANDS

Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.

OVERALL 86%

RAMBO III

In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. With great graphics and thumping good sound, Rambo certainly backs a punch.

OVERALL 87%

RAMPART

Here's a novelty: an original game for the Megadrive (even if it is an arcade conversion). Fortify your castle and bomb the opposition. The graphics are cack, but the gameplay is brilliant. Take a look.

OVERALL 81%

REVENGE OF SHINOBI

This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.

OVERALL 94%

RINGS OF POWER

EA have tried to inject new life into the RPG formula, but have sadly ended up with a vacuous zombie of a game. It looks alright on the surface, but get deeper and there's nothing there to provide intellectual stimulation.

OVERALL 41%

RISKY WOODS

A reasonably challenging platform quest which looks pretty good but there are a lot better buys of the same genre to be had. Best left alone.

OVERALL 74%

ROAD RASH

Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!

OVERALL 92%

ROAD RASH II

This game plays much the same as the original Road Rash, but crams in more bikes, more weapons and even more dangerous races! What's more, there's also a brilliant split-screen two-player mode to liven up the proceedings. If you own Road Rash, there's not much point buying this — it's more of an update. However, if you're after the greatest Megadrive road racer, look no further.

OVERALL 93%

ROBOCOD

One of the finest platform games on the Megadrive, featuring absolutely superlative graphics, splendid sound and wonderful gameplay as you guide the piscine hero against the robotic hordes of Doctor Maybe. Stick it on the top of your shopping list.

OVERALL 95%

ROLLING THUNDER II

An enjoyable platform-based shoot 'em up romp on the arcade game of the same name. With two-player action, a tough challenge and a neat password system, this is well worth checking out.

OVERALL 85%

ROLO TO THE RESCUE

This platform game boasts hundreds of levels' worth of compulsive play. The graphics are cutesy and smart and the gameplay involving. The problem is that there is no password or save/game feature and since a game goes on for hours that's an incredible pain in the rear.

OVERALL 80%

SAINT SWORD

Saint Sword offers platform-based slash 'em up frivolity, as our hero penetrates enemy territory in search of the evil wizard, Gorgan. This Rastan-like game could have done with better graphics and sound, but as it stands, Saint Sword is a fairly playable effort.

OVERALL 72%

SHADOW DANCER

Joe Mushashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.

OVERALL 59%

SHADOW OF THE BEAST

A slow but enjoyable platform game whose onus is more on exploration and puzzle-solving than any sort of combat. The rather plodding action means that this isn't for everyone, so look before you leap into your wallet.

OVERALL 82%

SHADOW OF THE BEAST II

This is just as slow as the original but it's a lot more frustrating, making for a rather cacky game with dull playability and a lack of variety. Leave this well alone.

OVERALL 58%

SHINING IN THE DARKNESS

A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.

OVERALL 72%

SHINOBI III

The follow-up to Revenge of Shinobi is an excellent Ninja-related platform game, boasting eight massive levels and superb gameplay. The problem is that the overall package is lacking a lot in the originality deparment and for some reason the game isn't quite as polished overall as the original.

OVERALL 88%

SIDE POCKET

This overhead-view Pool simulation is a decent enough simulation of the American version of the sport. However, the ball movement seems to be a tad unbelievable at times and the game does grow quite dull in one-player mode. However, in the office, Side Pocket turned into quite a popular game — in two-player mode. Pulling off a jammy shot in front of your mates is an excellent laugh! If you're into the sport, and have no shortage of human opponents, give it a try.

OVERALL 75%

SLIME WORLD

An entertaining enough platform game that casts one or two players as intergalactic cleaners, out to clear the eponymous Slime World of gems and other valuable items. The controls are cumbersome, the audio/visuals dull, but the game has plenty to do and is quite fun in two-player mode.

OVERALL 70%

SMASH TV

A decent conversion which suffers from poor controls and slightly dodgy collision detection. Die-hard Smash TV fans should enjoy the action, but others won't find the blasting action particularly addictive.

OVERALL 72%

SOKO BAN

This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.

OVERALL 78%

SONIC THE HEDGEHOG

Sega's hyped-beyond-belief character stars in a game inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.

OVERALL 90%

SONIC THE HEDGEHOG II

Sonic's back in his greatest adventure yet! Take the best graphics you can imagine, add some funky soundtracks, mix well with fast and highly playable gameplay and you have the best platform game for the Megadrive! Luckily, most of the faults of the original seem to have been rectified, especially the difficulty level. The split-screen two-player mode adds a few laughs too. An essential buy.

OVERALL 96%

SPACE HARRIER II

Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. For fans of the coin-op only.

OVERALL 76%

SPEEDBALL II

A rough 'n' tough futuresport simulation in which you guide a team of psychos into battle against other similar groups of marauding nutters. With loads of options, a league system, excellent two-player option and decent one-player challenge, this is one that sports fans should look up as soon as possible.

OVERALL 88%

SPIDER-MAN

Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.

OVERALL 91%

SPLATTERHOUSE II

A reasonable enough adaptation of the gruesome (?) Namco coin-op, this horizontally scrolling beat 'em up fails because the controls are sluggish, making the gameplay very frustrating.

OVERALL 73%

STAR CONTROL

Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.

OVERALL 90%

STAR FLIGHT

Like Buck Rogers, this looks like a boring load of old RPG toss, but it's not. It's a massive, highly involved and thoroughly enjoyable space flight/exploration/RPG-style game. It might not sound or look like fun, but give it a go — you'll be surprised as to just how brilliant the game is (and it keeps you playing for weeks and weeks, rather than a few days like most arcade games do).

OVERALL 94%

STEEL TALONS

This is a decent enough conversion of the brilliant coin-op. The problem is that the game is INCREDIBLY slow, completely destroying the playability. If it wasn't for that, Steel Talons might be worth considering. As it is, leave well alone.

OVERALL 29%

STORMLORD

Ghouls 'n' Ghosts-style platform action in this Amiga conversion. Unfortunately, the playability's cursed with unforgiving collision detection and a very high frustration level. Put bluntly, even the Spectrum version beats this hands down in the playability department.

OVERALL 57%

STREET SMART

A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.

CLASSIFIED

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GAME INDEX

OVERALL 55%

STREETS OF RAGE
Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.

OVERALL 92%

STREETS OF RAGE II
The best scrolling beat 'em up ever to hit a home console. Basic playability's similar to the original but the execution is far superior. Bigger, faster, brighter, better in every region just about sums it up. An absolute must for your collection.

OVERALL 94%

STRIDER
The graphics and sound are nigh on arcade-perfect, and packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan — and its multiple difficulty levels means that it won't become boring quickly.

OVERALL 91%

SUPER HANG-ON
Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without, especially with its new £19.99 price tag.

OVERALL 89%

SUPER HIGH IMPACT
This is an accurate enough conversion of the original American Football coin-op, but the probem is that the concept is just complete cack and fails to match the Madden series in any way whatsoever. Doh!

OVERALL 39%

SUPER HYDLIDE
This is a potentially excellent role-playing game, let down by the fact that the graphics are rubbish and the game is near impossible to get into. Sword of Vermilion, Buck Rogers or Phantasy Star III are far more worthy buys.

OVERALL 40%

SUPER LEAGUE BASEBALL
The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and laffs.

OVERALL 80%

SUPER MONACO GP
This incredible race game is not only a superb conversion of the brilliant coin-op but also features a full extra game in which you race top drivers around eighteen different Grand Prix circuits. It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.

OVERALL 94%

SUPER MONACO GP II
This follow-up to one of the best Megadrive games ever is surprising in that it is so very similar. The only differences are in the range of new options, including a one-on-one race with Ayrton Senna and an Ayrton Senna advice corner. It's better than the first game, but if you already own that, there's no point buying this.

OVERALL 87%

SUPER OFF-ROAD
Based on the Leland coin-op, this one or two-player single screen racer is quite a laugh. Highly polished and very playable, it's a must for people after a decent Super Sprint style game.

OVERALL 83%

SUPER REAL BASKETBALL
The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again. With excellent graphics — the animation on the players is particularly good — and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.

OVERALL 81%

SUPER THUNDERBLADE
This was one of the first ever Megadrive games, and three years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges.

OVERALL 69%

SUPER VOLLEYBALL
Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.

OVERALL 61%

SUPREME COURT BASKETBALL
A fairly decent isometrical 3D scrolling basketball game with polished graphics and sound, Supreme Court Basketball is let down by a real lack of excitement and problems with the logic of your other players. Take a look at Bulls vs Lakers.

OVERALL 78%

SWORD OF SODAN
Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.

OVERALL 55%

SWORD OF VERMILION
Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard loser brain should thoroughly enjoy.

OVERALL 87%

TALE SPIN
A great looking platform game, enhanced by the unexpected shoot em up section but utterly blighted by ridiculous programming flaws. Even the two-player mode sucks big lemons because Kit always plays second fiddle to Baloo. A great licence spoilt by careless lack of playtesting.

OVERALL 59%

TALMIT'S ADVENTURES
A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre. Look out for the game under its Japanese pseudonym, Marvel Land.

OVERALL 83%

TAZ-MANIA
A brilliant interpretation of the cartoon character, Taz-Mania is blessed with some of the best graphics seen on the Megadrive — capturing the spirit of the character perfectly. It's great fun all the way, spoiled only by the difficulty (or rather the lack of it). When will Sega start making their games harder?

OVERALL 81%

TECHNOCOP
There are two sections to each mission in this rancid Razorsoft game. The first part of the game involves chasing criminals along a poorly-defined 3D road, while the second part is a sad scrolling effort when Technocop blasts his suspect out of all the known dimensions. Boring in the extreme, Technocop should never be part of anyone's cartridge collection.

OVERALL 49%

TECMO WORLD CUP
A disappointing, uninspiring and simplistic game of football based on Tecmo's moderately successful coin-op. The main problem is that the game is very easy to beat — even on the top difficulty setting! The poor graphics and sounds are two more own goals, and the final result is a game that you won't be over the moon with.

OVERALL 47%

THE TERMINATOR
Based on one of the most popular films of the '80s, the Terminator would be a brilliant scroll-along platform game where it not for one thing. The game is just to easy to complete. Every difficulty setting presents no challenge whatsoever, making The Terminator a very short (albeit sweet) experience.

OVERALL 43%

TERMINATOR II: THE ARCADE GAME
One of the first decent Menacer games we've seen, this offering has stonking graphics and more things to blow up than Jaz has ego, and follows the film storyline fairly closely. But as a joypad experience it's awkward to control, too easy to complete and quite frankly, dull.

OVERALL 75%

TEST DRIVE II:THE DUEL
An accurate simulation of driving three of the fastest sports cars in the world has loads of potential. Unfortunately, this game flushes it down the toilet with its combination of crappy graphics, nauseating sound, ropey collision detection and awkward controls.

OVERALL 57%

THUNDERFORCE II
Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.

OVERALL 81%

THUNDERFORCE III
The Rynex fighter is back in a six-level graphical tour-de-force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.

OVERALL 89%

THUNDERFORCE IV
The follow-up to one of the greatest Megadrive blasts is just as good as its predecessor, with more worlds to explore and even more spectacular graphics. The gameplay though, doesn't actually seem that different from the last Thunderforce outing though...

OVERALL 89%

TOEJAM AND EARL
A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches — both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.

OVERALL 87%

TOKI
The arcade game was brill, but the programmers have managed to ruin this conversion by completely changing the maps and screen layout around. The end result is a plodding, very easy, occasionally frustrating platform game which only demented baboons will enjoy.

OVERALL 47%

TONGUE OF THE FATMAN
The graphics and animation of this one-on-one beat 'em up are utterly superb. However, these are let down by the gameplay, which is far too easy. Check it out by all means — if just to see the graphics — but play before you buy.

OVERALL 71%

TRUXTON
Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.

OVERALL 82%

TURBO OUTRUN
Apart from being a titchy bit harder than Outrun (not difficult since that game was as difficult as poking a hole through wet bog roll), every other aspect of this sad shambling mockery of the classic arcade game is miles worse. A grand disappointment of the highest order.

OVERALL 42%

TURRICAN
A fairly enjoyable platform/shooting game which has one flaw — it starts out fairly tricky, but gets easier the further you go!

OVERALL 73%

TWIN HAWK
Yet more Megadrive vertically scrolling malarkey, with the usual assortment of power-ups and end-of-level bosses. Twin Hawk is very average indeed, adding nothing to an already overtired genre.

OVERALL 60%

TWINKLE TALE
This game is an excellent scroll-along shoot 'em up, reminiscent of the decent Elemental Master (reviewed elsewhere). It's got an excellent graphical style with fast and furious action. The only problem is that you can get really far into the game with no real effort. Luckily it does get tougher later on. Blasting fans should take a look.

OVERALL 88%

TWISTED FLIPPER
A good pinball simulation all right, Twisted Flipper is let down by the fact that the gameplay is just a bit too repetitive. For the ultimate in pinball excitement, check out Dragon's Fury/Devil Crash.

OVERALL 74%

TWO CRUDE DUDES
An enjoyable horizontally scrolling one or two-player beat 'em up marred slightly by rough graphics and repetitive play. Fans of the coin-op will love it, otherwise try before you buy.

OVERALL 79%

ULTIMATE TIGER
Yet another vertically scrolling shooting game, Ultimate Tiger is a pretty decent conversion of the ageing coin-op. Although completely unoriginal, Ultimate Tiger is still quite playable and well worth a look.

OVERALL 81%

UNIVERSAL SOLDIER
Universal Soldier? It's exactly like Turrican II with new graphics! Doh! Sad graphics, dull playability and no challenge make for a game that's a complete waste of cash. Don't buy this!

OVERALL 47%

VAPOR TRAIL
Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.

OVERALL 70%

VERYTEX
Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.

OVERALL 73%

WARDNER
Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare — dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.

OVERALL 75%

WHERE IN TIME IS CARMEN SANDIEGO?
A decent enough "edu-tainment" title oozing originality. Unfortunately, educational as it may be, the gameplay is very dull indeed, putting you off the game very quickly.

OVERALL 63%

WHIP RUSH
Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available — try something like Truxton or Thunderforce III rather than wasting your cash on this.

OVERALL 48%

WONDERBOY III
Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.

OVERALL 47%

WONDERBOY IN MONSTERLAND
Not outstanding in the graphics or sound department, this Wonderboy game more than makes up for its deficiencies with marvellous gameplay, a massive map and plenty of enjoyable brain-teasing puzzles. A must for Wonderboy fans.

OVERALL 88%

WORLD CUP SOCCER
Soccer games are few and far between on the Megadrive, and unfortunately, this is not particularly brilliant and it's very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level.

OVERALL 64%

WORLD OF ILLUSION
Mickey and Donald star in this veritable treat of a platform game which although fairly easy, looks so great with fab sprites and incredible animation and plays so marvelously well, it will keep you coming back again and again. Well worth a look.

OVERALL 91%

WRESTLE WARS
A topper wrestling game which features plenty of moves, fun gameplay and throws aplenty — the two-player game is particularly fun. If you like grappling sweaty men, make this

worth a look.
OVERALL 75%

WWF SUPER WRESTLEMANIA
Definitely the best wrestling game around at the moment with a good range of moves and reasonable animation but in one-player mode it tends to get a bit samey quite quickly. A must though for WWF fans.
OVERALL 80%

XENON II
A massive success on the Amiga, but not quite so hot by Megadrive standards, this graphically impressive vertically scrolling shoot 'em up has enough neat touches to appeal to hardcore shoot 'em up addicts.
OVERALL 82%

XDR
This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting.
OVERALL 47%

ZANY GOLF
This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.
OVERALL 80%

ZERO WING
A tough and thoroughly enjoyable scrolling shoot 'em up. There are loads of this type of game on the Megadrive, but alongside Gynoug and Hellfire, this is one of the best.
OVERALL 91%

ZOOM
Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.
OVERALL 45%

GAME GEAR

AX BATTLER
Join Ax Battler in this scrolling RPG romp (very) loosely based on the Golden Axe coin-op. Watch out though! The beat 'em up element is extremely poor and the adventure itself is dull and uninspiring. Playing Ax Battler is a lot like jumping off a cliff - one go is more than enough, and isn't really recommended at all.
OVERALL 39%

CHUCK ROCK
Great graphics, neat animation, good backdrops and wonderful rock-chucking gameplay make this one of the best platform action games you can get on the Game Gear.
OVERALL 90%

COLUMNS
This is a very good Tetris clone. Instead of making horizontal lines, your job here is to create rows of colours with the aid of the felling blocks of crystals. Fast, addictive and very taxing, but yet and at the same time very relaxing. A great buy.
OVERALL 88%

CHASE HQ
Join Raymond and Tony as they speed around in their Porsche ramming criminal cars off the road in this conversion of the popular Taito coin-op. This is a lot faster and playable than the Master System version and is well worth checking out.
OVERALL 87%

DONALD DUCK: THE LUCKY DIME CAPER
Argghhh! Scrooge McDuck's lucky dime has been half-inched by an evil witch! Pausing only to collect his trusty mallet, Donald Duck gives chase along various horizontally scrolling levels. What we have here is a super platform game that's even more lastable than Sonic the Hedgehog. An essential Game Gear buy!
OVERALL 92%

DRAGON CRYSTAL
Save the world from certain doom in this RPGish adventure exploration game. Although offering nothing significantly new, Dragon Crystal has decent enough graphics, sound and gameplay and should appeal to fans of the genre.
OVERALL 70%

FACTORY PANIC
Known as Hassle Golby in Japan, this game actually casts you as Mikhail Gorbachev, out to feed the starving Soviets by guiding food on conveyor belts towards them. This game is actually quite a laugh, with pretty good graphics and sound. The simplistic nature of the gameplay makes it an addictive and worthwhile game.
OVERALL 82%

FANTASY ZONE
Flying around the bizarre scrolling backdrops shooting the excrement out of everything that moves is the name of the game here. Fantasy Zone is probably one of the best blasters out on the Game Gear at the moment and well worth considering.
OVERALL 84%

GALAGA '91
This is a superlative version of the back-to-basics shoot 'em up, featuring excellent graphics, rumbling sounds and highly addictive blasting gameplay. Recommended for the Game Gear owner who likes a good blaster in his cartridge collection.
OVERALL 85%

G-LOC
Fly around the 3D landscape taking out enemy 'planes and installations in this hand-held conversion of the graphically stunning Sega coin-op. The graphics on G-Loc are okay, but the gameplay is fast and furious and there are plenty of levels to conquer.
OVERALL 82%

HALLEY WARS
Halley Wars puts you right in the thick of it as a space ace pilot, who gets his kicks by flying up the screen in his ship, shooting lots of things. The graphics and sound are both average and the blasting action, although initially appealing, soon wears off.
OVERALL 69%

HEAVYWEIGHT CHAMP
This arcade conversion looks more like Final Blow, than Heavyweight Champ, but that doesn't alter the fact that this game is something of a shambles. The graphics are okay, but the gameplay is so easy and mind-numbingly unexciting that you can't help but think that there are better things to spend £25.00 on.
OVERALL 46%

INDIANA JONES III
Join Indiana Jones as he runs around five levels of platform action, causing aggravation to Nazis in an attempt to locate the holy grail. Graphically, this shows you exactly what the Game Gear is capable of. It's just a shame that it's so hard as this does tend to put you off a bit, but otherwise, this is a pretty fine game.
OVERALL 83%

JOE MONTANA FOOTBALL
Joe Montana has officially endorsed this sideways scrolling American Football game. The graphics are excellent, but the game suffers because there's a lack of depth and excitement. It's also flippin' easy, and even the most retarded games player should have no difficulty dusting this game.
OVERALL 65%

MICKEY MOUSE
Oh no! A crazed witch by the name of Mizrabel has kidnapped Minnie Mouse, Mickey's true love! So Mickey attempts the inevitable rescue bid by travelling through the many scrolling platform levels in the Castle of Illusion. This is excellent, with fab backdrops and awesome gameplay. Another Game Gear winner.
OVERALL 91%

NINJA GAIDEN
Become Ryu the master ninja as he scoots along the horizontally scrolling backdrops, dusting various beings of an evil disposition. This very fast, extremely furious and is only marred by being a tad on the easy side.
OVERALL 86%

OUTRUN
Take the wheel of a Ferrari Testarossa and speed along the 3D roads in an effort to reach the finishing post in the gruelling Outrun race. This has disappointing graphics and warbling sounds, but the real problem is that the game just isn't really that much fun to play.
OVERALL 64%

OUTRUN EURPOA
Spinning around in Porches, jetskis or motorbikes may be great in real life but on the Game Gear with repetitive gameplay, dull graphics and jerky 3D it's just not much cop. Only average.
OVERALL 63%

PACMAN
There's not really much to tell about this one. PacMan is an arcade-perfect conversion of the classic coin-op. If PacMan is your bag, you'll no doubt pee your pants over this one. Others are more likely to have a few goes and then get bored with it pretty quickly.
OVERALL 49%

PENGO
Adopt the heroic mantle of a vengeance-crazed penguin out to crush marauding invaders with big blocks of ice in this decent conversion of the ageing coin-op. Like PacMan, this is simple and quite addictive, but the novelty soon wears off very quickly.
OVERALL 48%

PRINCE OF PERSIA
This is almost the same as the brilliant Master System version, incorporating all of the brilliant animation, skillful sprites and superb gameplay of the original version(s). The action is extremely fast as well, making for a cart that MUST be purchased!

PSYCHIC WORLD
Psychic World is a side-on scrolling game full to the brim with strange and mysterious beings, out to dust your baboon-like posterior. Psychic World is average in every respect, but the chances are that you'll grow bored with it very quickly.
OVERALL 55%

PUTT 'N' PUTTER GOLF
This is quite similar to the Megadrive game, Zany Golf, with its isometric 3D perspective, and it's pretty good fun to play. The problem is that the game is about as easy as picking your nose, and even though there are loads of levels, the game soon grows quite stale.
OVERALL 59%

RASTAN
Run around the scrolling medieval backdrops, slashing up enemies with your impressive chopper. The graphics and sound are both okay, but the gameplay is quite repetitive and becomes pretty boring after a surprisingly short time.
OVERALL 58%

SHINOBI
Five levels' worth of scrolling slash 'em up activity await in this Game Gear adaptation of the Sega coin-op. This game has exceptional graphics and sound along with gameplay that brings you back to the Game Gear again and again.
OVERALL 91%

SOLITAIRE POKER
You can't honestly expect superlative graphics or sound here, but what you do get is a no-gimmicks game of poker, which is fine if you like that sort of thing. However, we can't help but think that getting together with some chums and spending a few pence on a deck of cards is a lot cheaper and plenty more fun than playing this.
OVERALL 70%

SONIC THE HEDGEHOG
Sega's blue, spiky hedgehog icon hits the Game Gear in a fast moving platform game with superlative graphics. This is an excellent Game Gear title, stretching its 8-bit technology to the limits. It's fun and addictive too (if a tad easy) and is well worth investing in.
OVERALL 91%

SONIC THE HEDGEHOG II
Ol' spikey's back with jazzed up graphics, speeded up gameplay and a higher difficulty setting, making for an admirable sequel — despite the conspicuous absence of Tails as a sidekick. However, the reduced visibility makes it almost impossible to see where Sonic's going, and what he's getting into. Still great fun though and you'd be silly to pass it up.
OVERALL 80%

SPIDER-MAN
The Amazing Spider-Man hits the Game Gear in style as he battles the Kingpin, Venom, the Lizard, Doctor Octopus, Electro, Sandman and Hobgoblin over a number of eight-way scrolling stages. This is great fun to play and very challenging to boot. It's a must-buy for all potential web-slingers and indeed anyone after a good platform game.

OVERALL 86%

SPACE HARRIER
Fly around the third person perspective world of the Fantasy Zone, blowing away all manner of strange and weird enemies. This emulates the gameplay of the coin-op pretty well, but the graphics are blocky and uninspiring and the simplistic gameplay grows tedious very quickly.
OVERALL 63%

STREETS OF RAGE
Game Gear Streets of Rage is a graphically stunning product, looking almost exactly the same as the Megadrive game! Although there are only two characters, the scrolling beat 'em up action is just as much fun as ever. There are a couple of niggling points, such as being beaten up immediately after recovering from previous punishment, but otherwise ths is well worth a look. The two-player link mode is cool as wellls+
OVERALL 80%

SUPER KICK OFF
This Game Gear conversion of the best soccer game ever is a real winner, with fast, responsive action and exciting ball-handling. With one or two-players, this is nothing short of a hand-held miracle and ranks as the best Game Gear cart money can buy.
OVERALL 96%

SUPER MONACO GP
One or two players can try to satisfy that need for speed by taking part in Super Monaco GP. This conversion isn't very faithful at all to the massive Sega coin-op, but it is mildly diverting for a while. Unfortunately, the action wears thin very quickly and the graphics and sound are rubbish.
OVERALL 58%

SUPER OFF-ROAD
Making up for the lack of decent race games on the Gear, this one, incorporating those wicked 4x4 trucks, definitely makes up for it with great graphics and smooth, fun playability. Highly recommended.
OVERALL 91%

SUPER SPACE INVADERS
The Invaders are back in this revamped version of one of the most successful coin-ops of all time. The action in this portable version of the Master System title is exceptionally fast and furious, which combined with the addictive gameplay and decent graphics makes for an essential buy.
OVERALL 85%

TERMINATOR
Fun and entertaining platform action with brill graphics and challenging gameplay. The speed of the game means baddies rush you with no warning but practice makes perfect and it's well worth a go.
OVERALL 82%

WAGAN LAND
This horizontally scrolling platform game is probably the nearest you can get to Mario-style action on a mini screen. It's got excellent graphics and playability, although some players may find it a bit easy.
OVERALL 85%

WONDERBOY
This coin-op conversion remains pretty close to the original arcade machine, with the same brand of cute horizontally scrolling action. The problem with this game is that there isn't much variety between each level in terms of graphical style or gameplay and as such, it grows quite monotonous very quickly.
OVERALL 61%

WOODY POP
Don't be misled by the bizarre title. Woody Pop is a thinly-disguised version of Breakout with all the thrills, spills and indeed the excitement of visiting the toilet. Should Breakout games appeal to you, you'll doubtlessly explode with pleasure on playing this game. Others will see it as the superficial, limp shambles that it is.
OVERALL 33%

WORLD CLASS LEADERBOARD
This is an excellent third person perspective golfing simulation from US Gold. The graphics are ace, sporting some detailed course graphics and the sound is fab with sarcastic speech taking the Michael at every opportunity. With its four 18-hole courses, there's plenty of game for your money too. An essential buy.
OVERALL 92%

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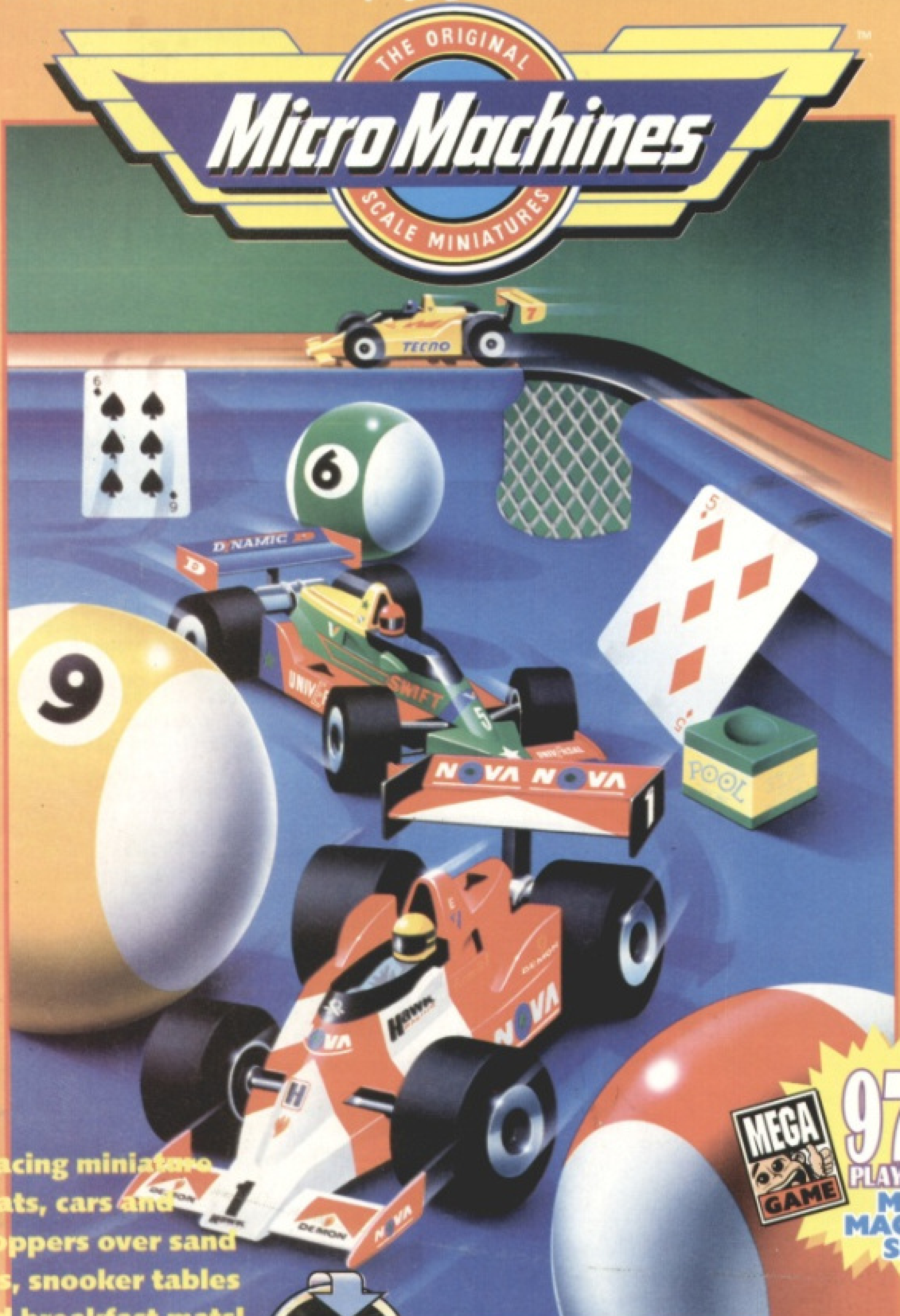
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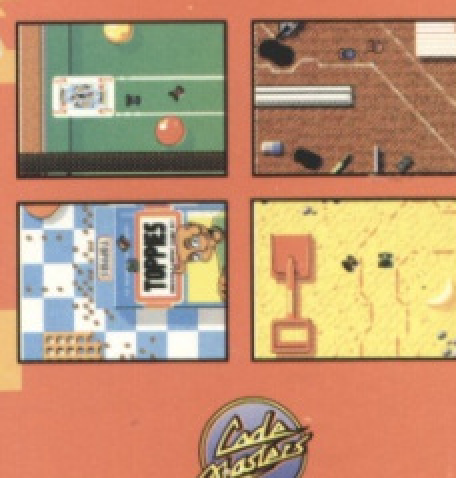
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